



US011026462B2

(12) **United States Patent**
Schultz et al.

(10) **Patent No.:** **US 11,026,462 B2**
(45) **Date of Patent:** ***Jun. 8, 2021**

(54) **VIRTUAL STOREFRONT WITH GARMENT PREVIEWS**

26/352 (2015.10); *D03D 1/00* (2013.01);
D06C 23/00 (2013.01); *D06C 23/02*
(2013.01); *D06M 10/005* (2013.01); *G05B*
19/4097 (2013.01); *G06F 3/011* (2013.01);
G06F 3/0482 (2013.01);

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(Continued)

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(58) **Field of Classification Search**

None
See application file for complete search history.

(73) Assignee: **Levi Strauss & Co.**, San Francisco, CA (US)

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

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This patent is subject to a terminal disclaimer.

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(21) Appl. No.: **16/909,988**

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(22) Filed: **Jun. 23, 2020**

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(65) **Prior Publication Data**

(Continued)

US 2020/0315276 A1 Oct. 8, 2020

Related U.S. Application Data

Primary Examiner — YuJung Tswei

(63) Continuation of application No. 16/288,048, filed on Feb. 27, 2019, now Pat. No. 10,687,573.

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(57) **ABSTRACT**

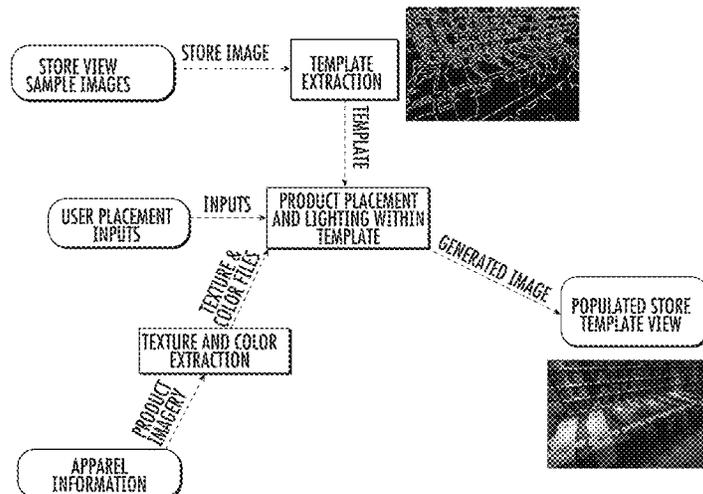
(51) **Int. Cl.**
A41H 43/00 (2006.01)
A41D 1/06 (2006.01)

A system allows a user to create new designs for apparel and preview these designs before manufacture. Software and lasers are used in finishing apparel to produce a desired wear pattern or other design. The system provides feedback to the user on how their designs may appear in a virtual storefront, such as through virtual reality or augment reality techniques.

(Continued)

(52) **U.S. Cl.**
CPC *A41H 43/00* (2013.01); *A41D 1/06* (2013.01); *A41D 27/00* (2013.01); *A41D 27/08* (2013.01); *A41H 3/08* (2013.01); *B23K*

107 Claims, 25 Drawing Sheets



Related U.S. Application Data

(60) Provisional application No. 62/636,112, filed on Feb. 27, 2018, provisional application No. 62/636,108, filed on Feb. 27, 2018.

(51) **Int. Cl.**

A41D 27/08 (2006.01)
D03D 1/00 (2006.01)
G06Q 30/06 (2012.01)
G05B 19/4097 (2006.01)
D06C 23/00 (2006.01)
G06Q 10/06 (2012.01)
D06C 23/02 (2006.01)
G06F 30/00 (2020.01)
A41D 27/00 (2006.01)
D06M 10/00 (2006.01)
G06F 3/01 (2006.01)
G06T 19/00 (2011.01)
G06T 19/20 (2011.01)
G06F 3/0482 (2013.01)
G06F 3/0484 (2013.01)
G06T 3/00 (2006.01)
B23K 26/352 (2014.01)
A41H 3/08 (2006.01)
G06F 30/20 (2020.01)
G06F 30/12 (2020.01)
G06F 30/17 (2020.01)
G06F 113/12 (2020.01)
G06F 111/20 (2020.01)

(52) **U.S. Cl.**

CPC *G06F 3/04845* (2013.01); *G06F 30/00* (2020.01); *G06F 30/12* (2020.01); *G06F 30/17* (2020.01); *G06F 30/20* (2020.01); *G06Q 10/06315* (2013.01); *G06Q 30/0621*

(2013.01); *G06Q 30/0643* (2013.01); *G06T 3/005* (2013.01); *G06T 19/006* (2013.01); *G06T 19/20* (2013.01); *A41D 2500/20* (2013.01); *D03D 2700/0174* (2013.01); *D06C 2700/31* (2013.01); *D10B 2201/02* (2013.01); *D10B 2501/04* (2013.01); *D10B 2501/06* (2013.01); *G05B 2219/35008* (2013.01); *G05B 2219/35012* (2013.01); *G05B 2219/45222* (2013.01); *G06F 2111/20* (2020.01); *G06F 2113/12* (2020.01); *G06T 2210/16* (2013.01)

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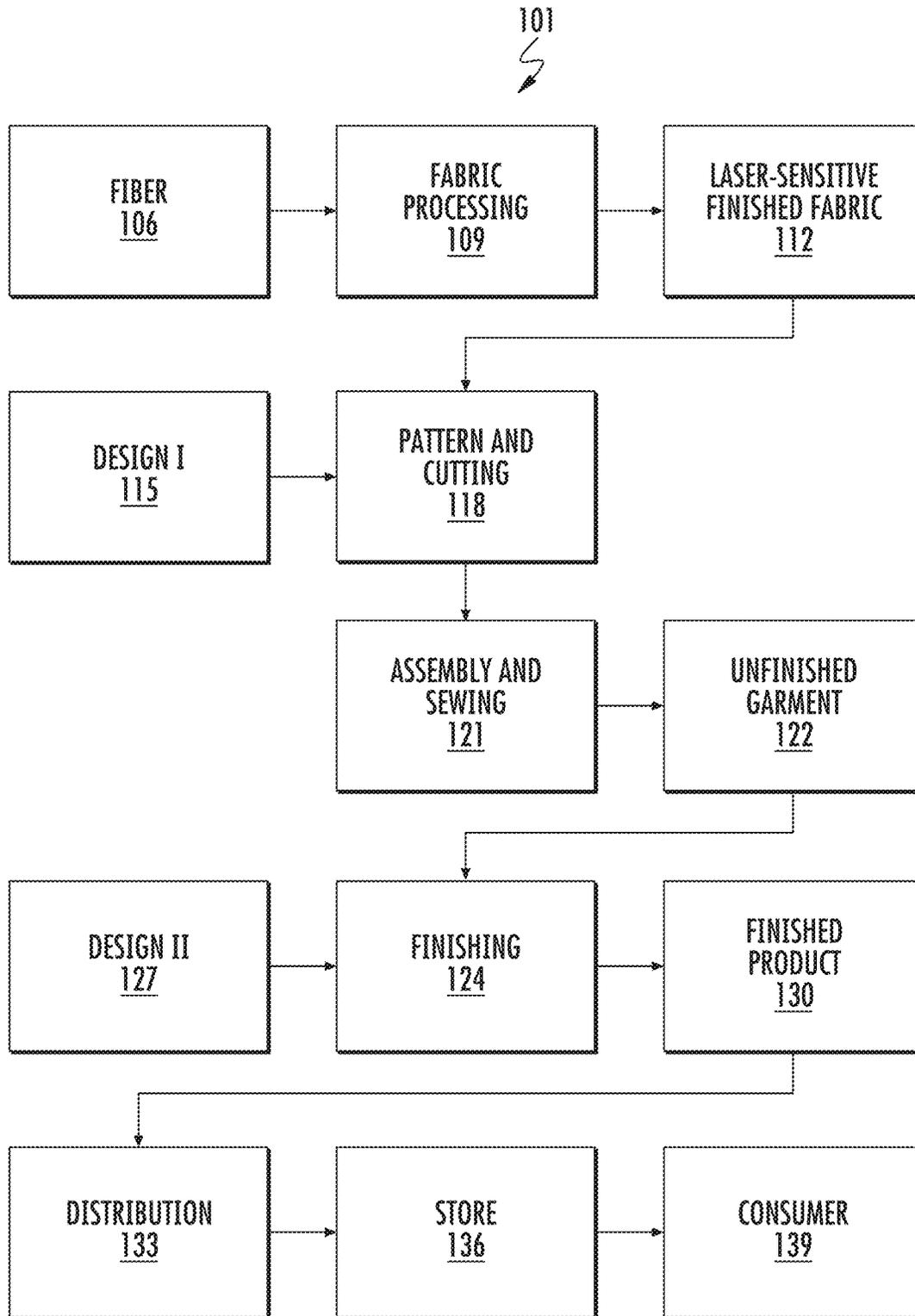


FIG. 1

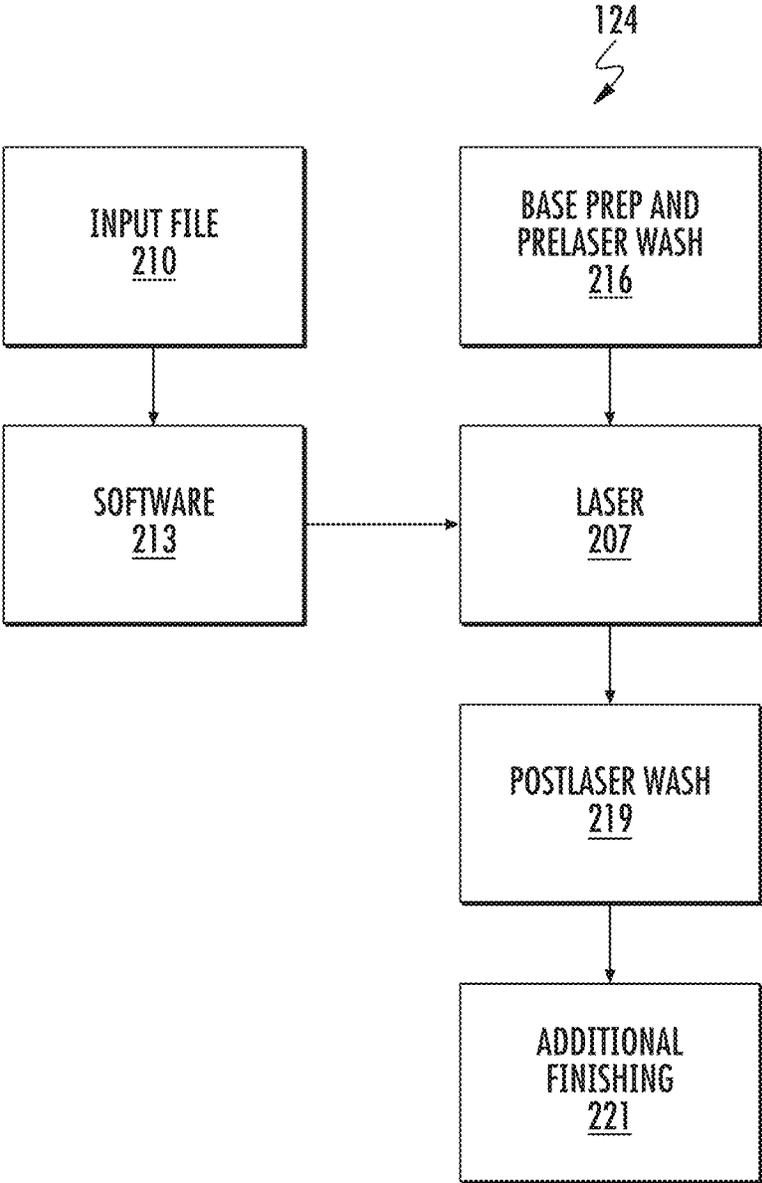


FIG. 2

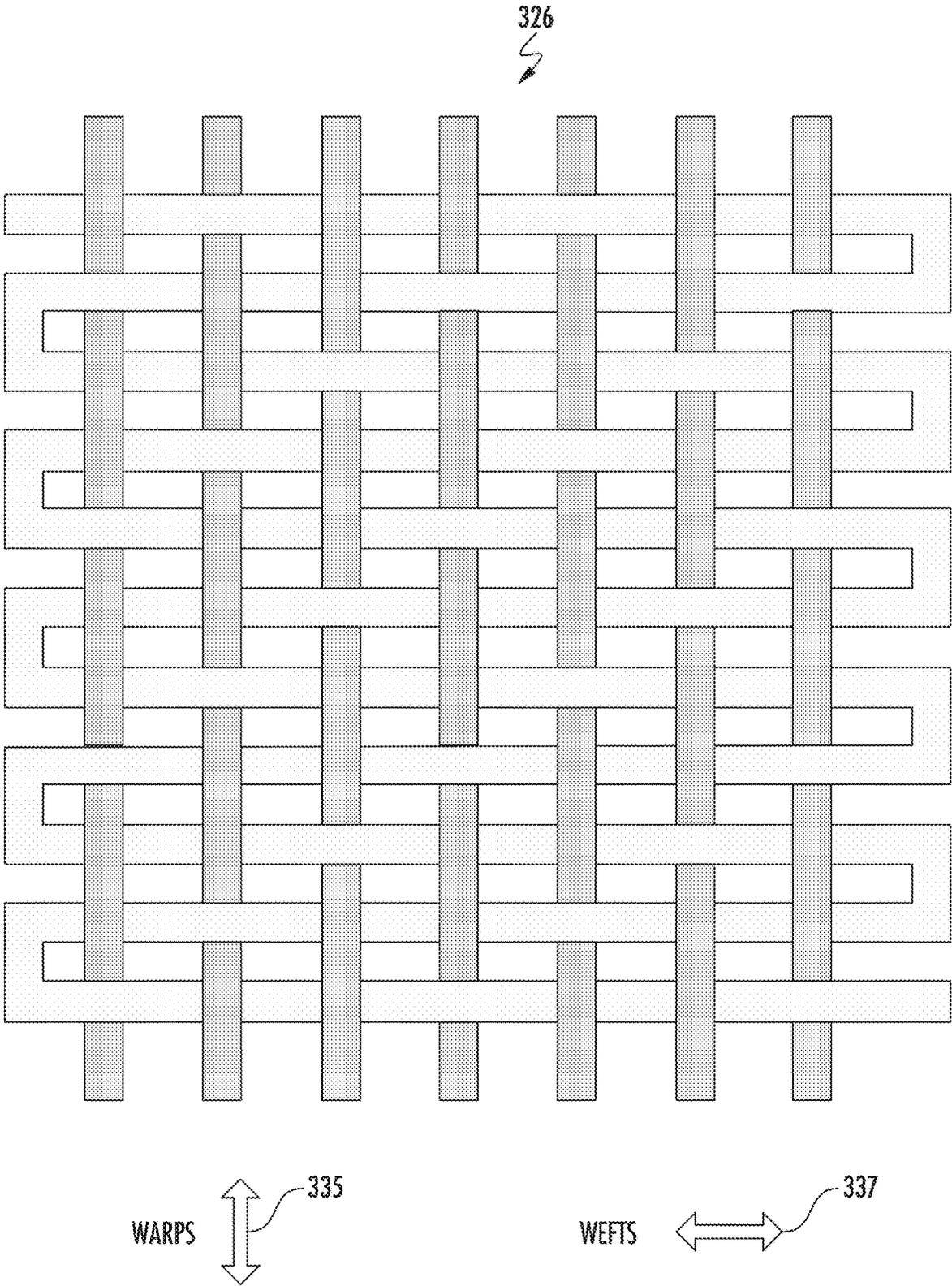
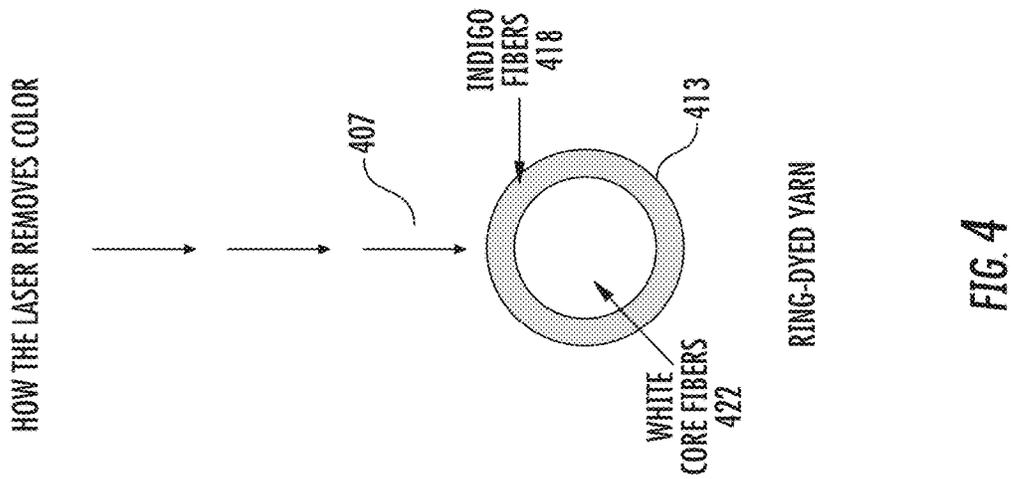
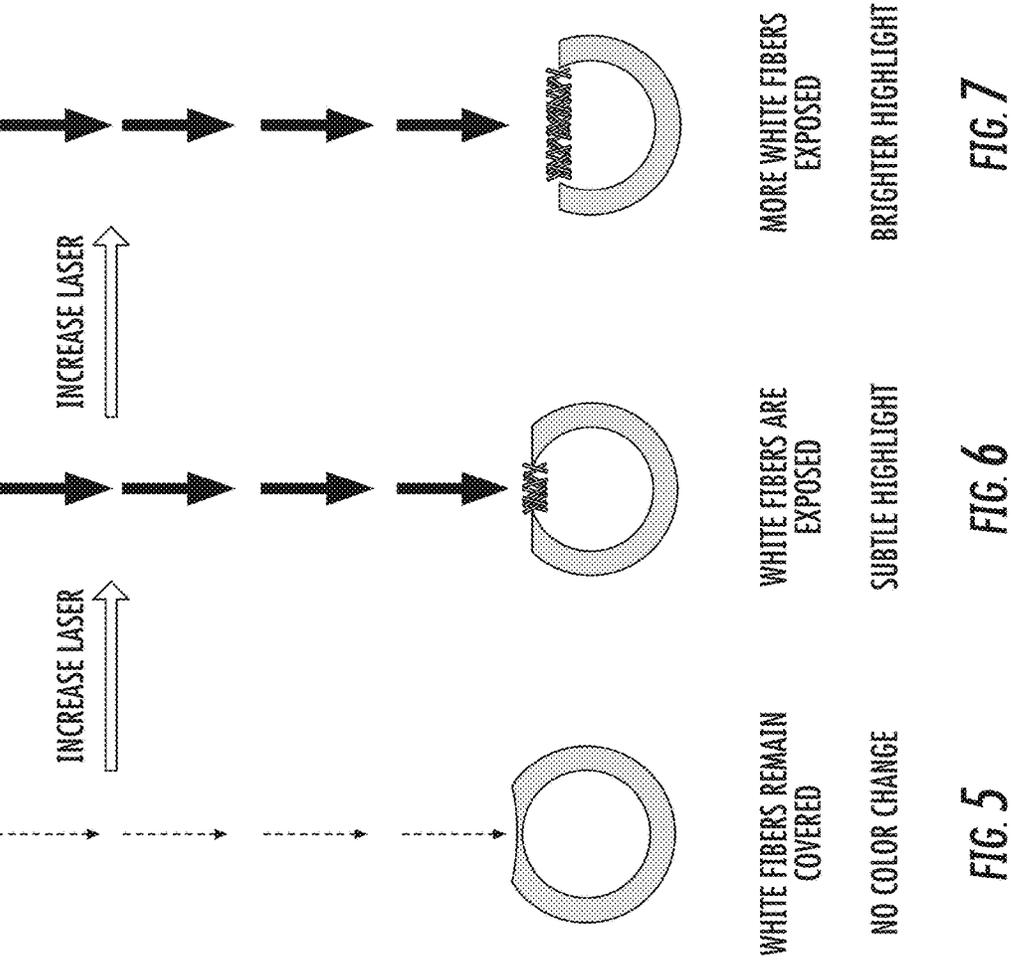


FIG. 3



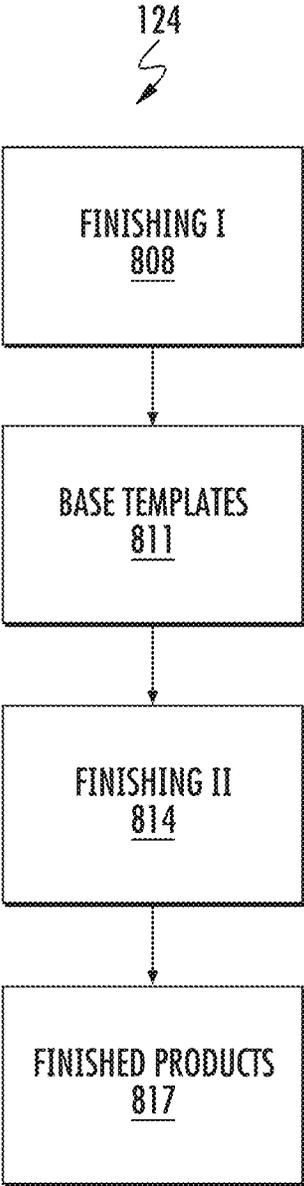


FIG. 8

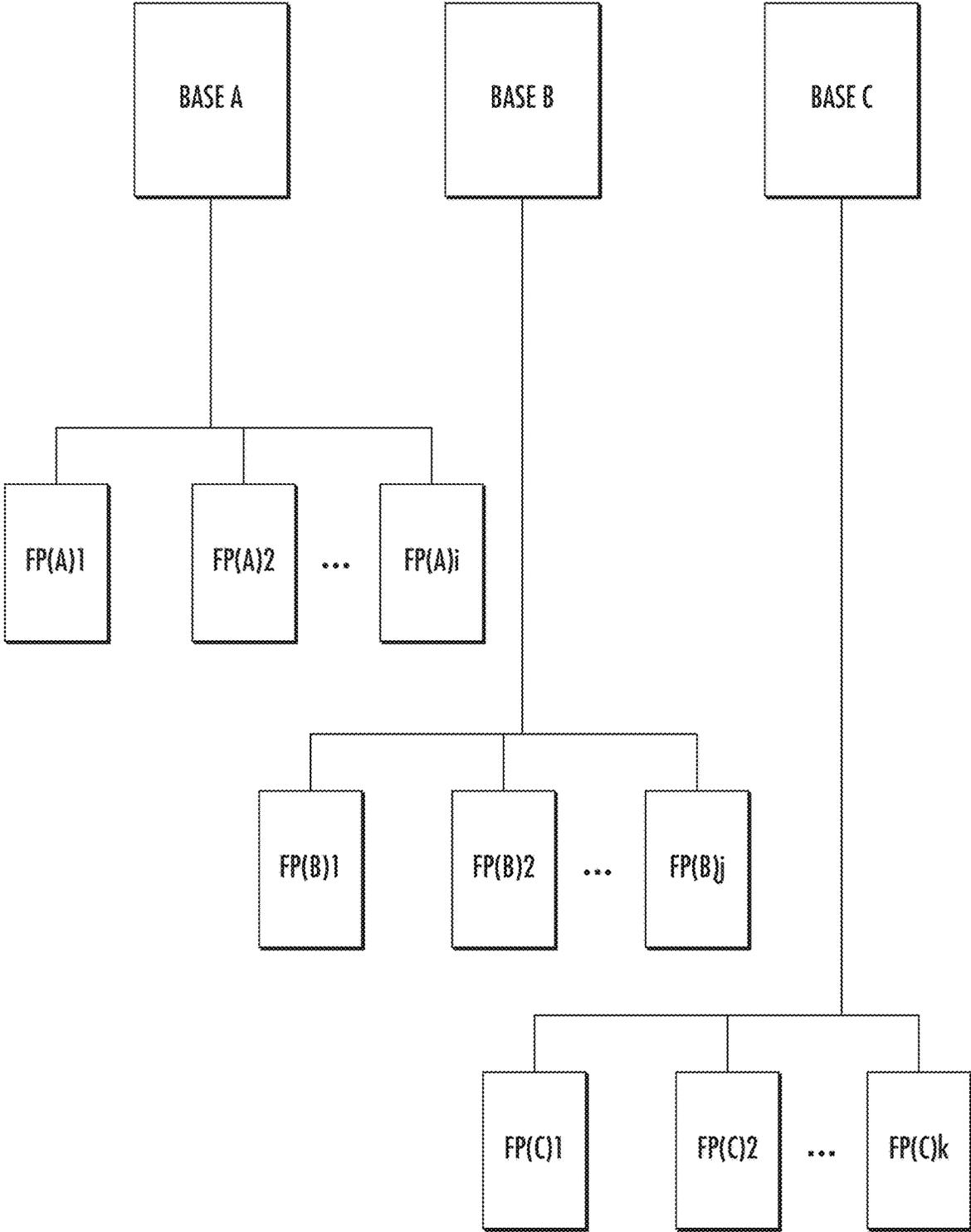


FIG. 9

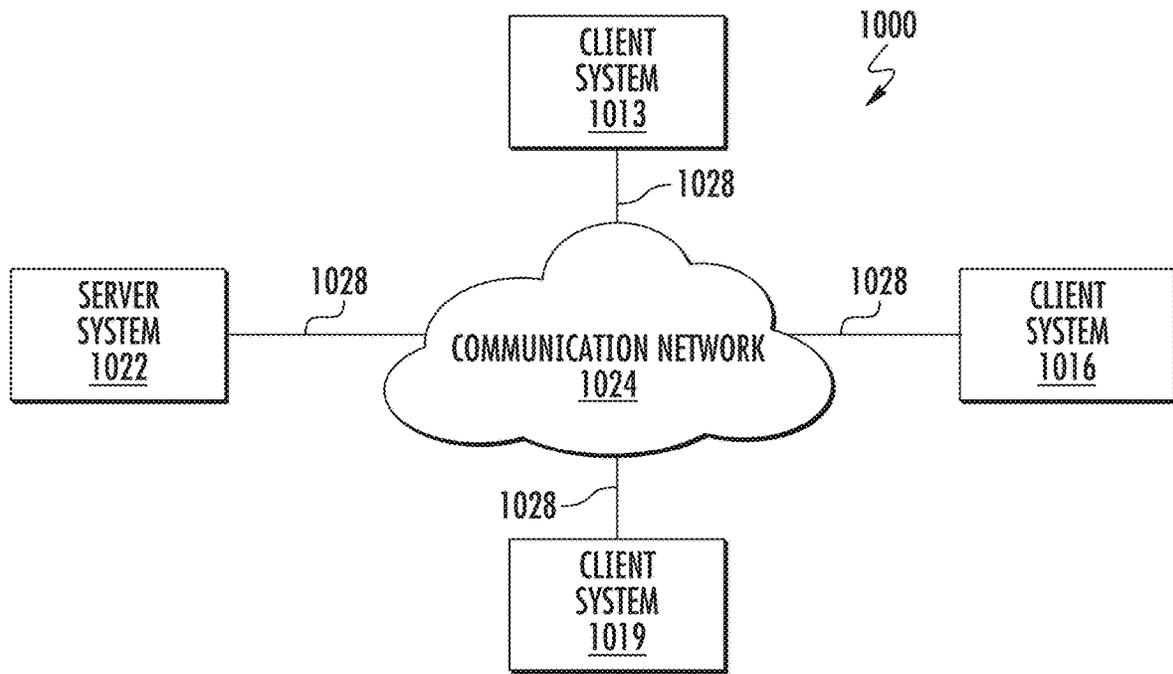


FIG. 10

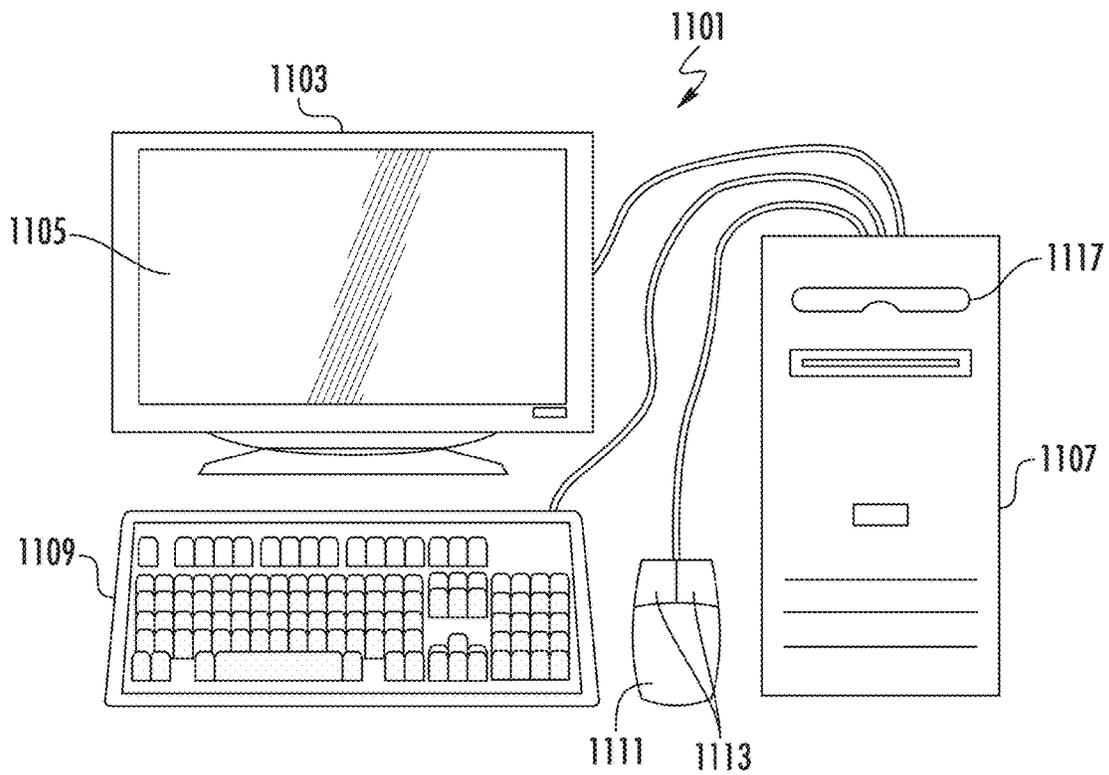


FIG. 11

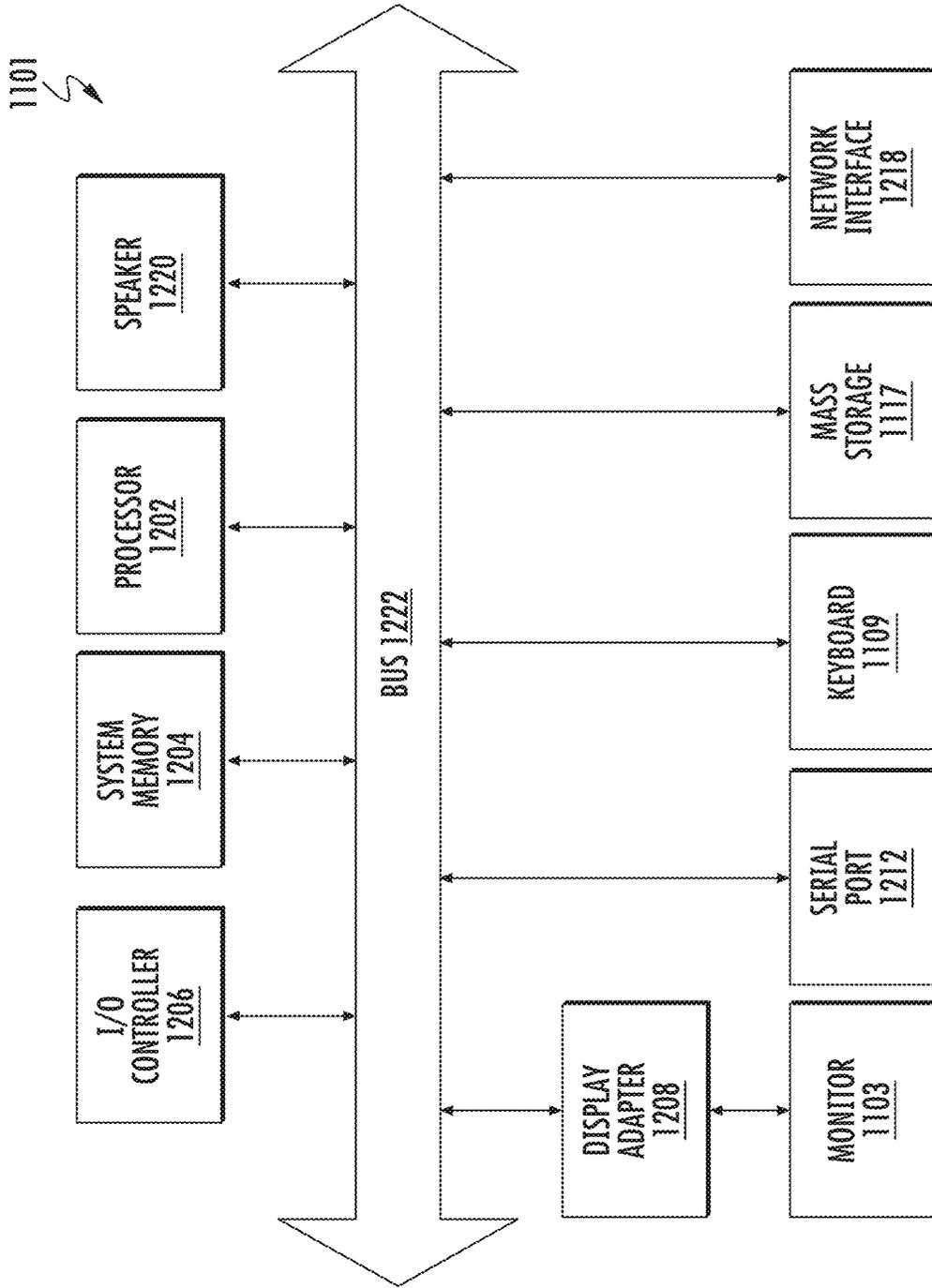


FIG. 12

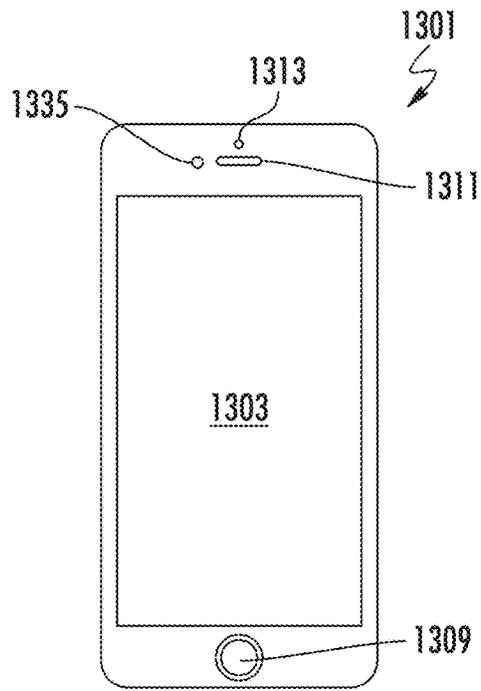


FIG. 13

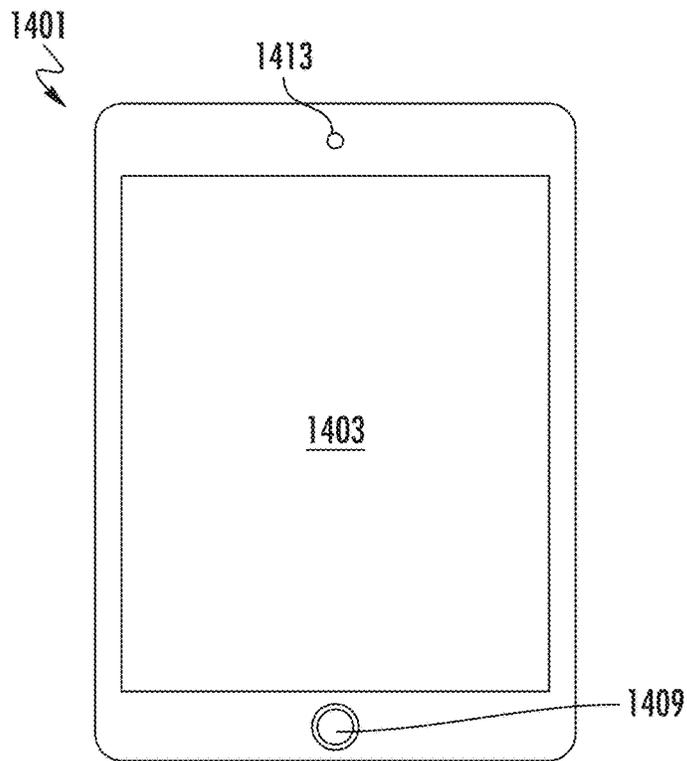


FIG. 14

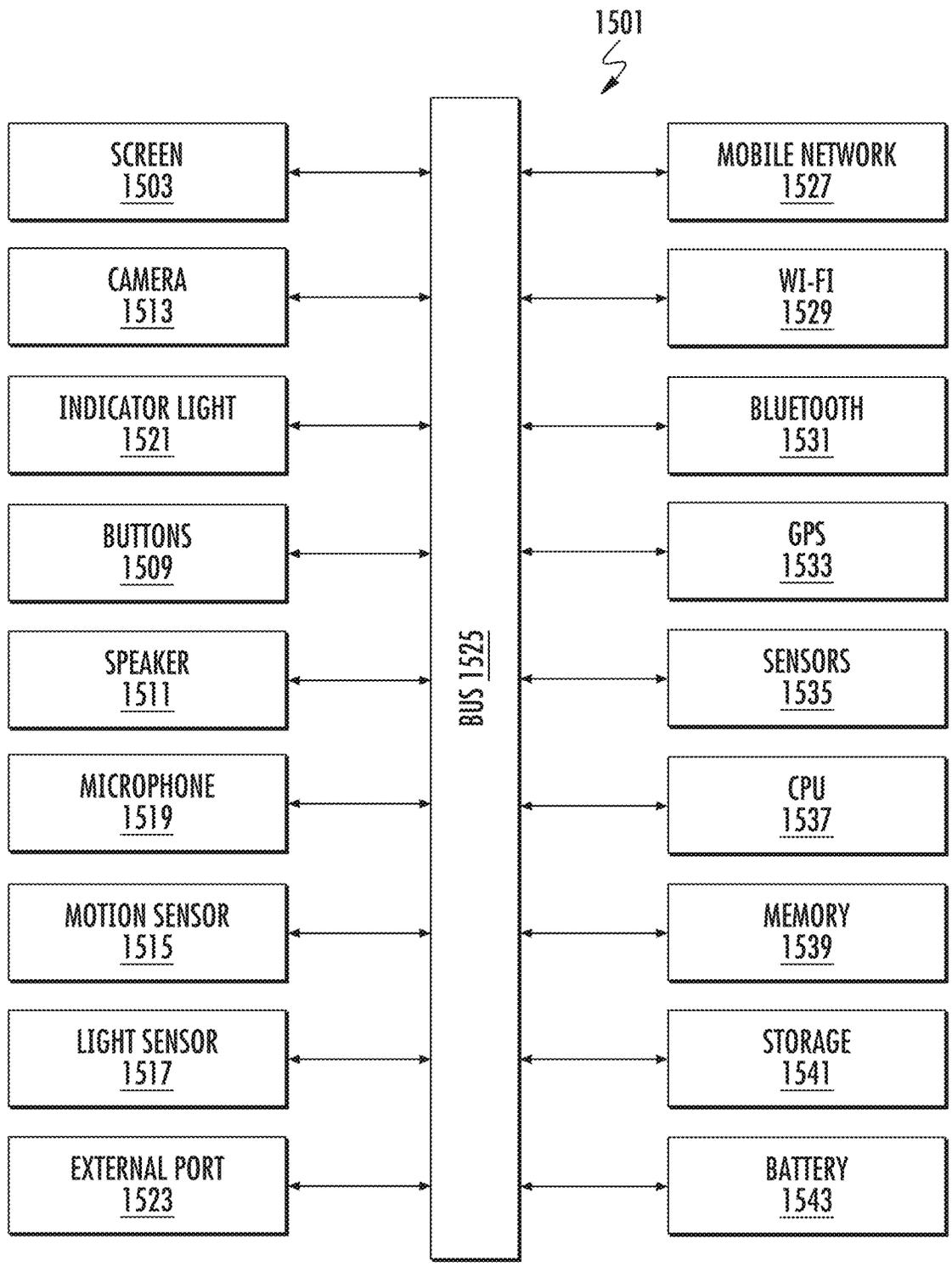


FIG. 15

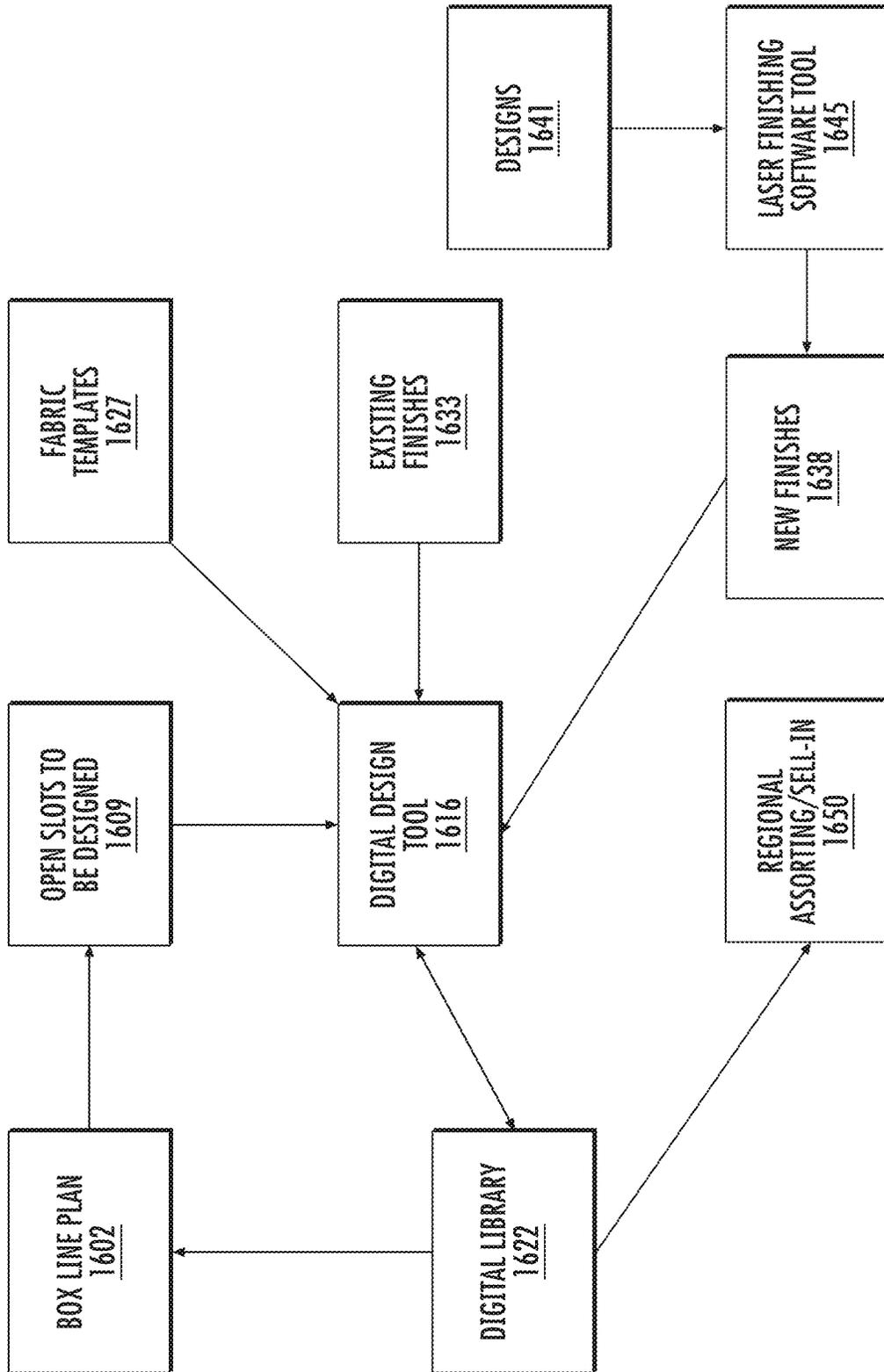


FIG. 16

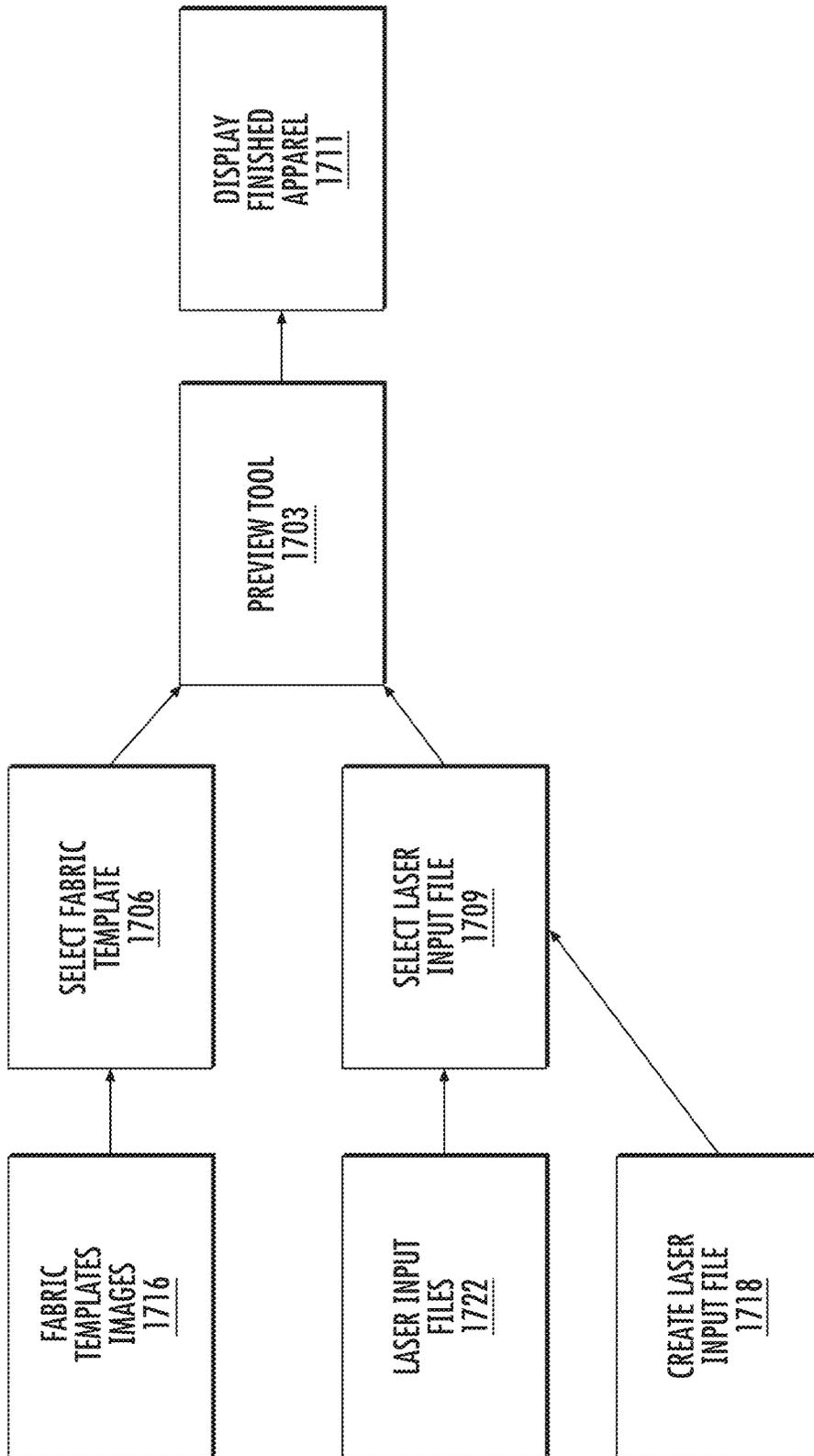


FIG. 17

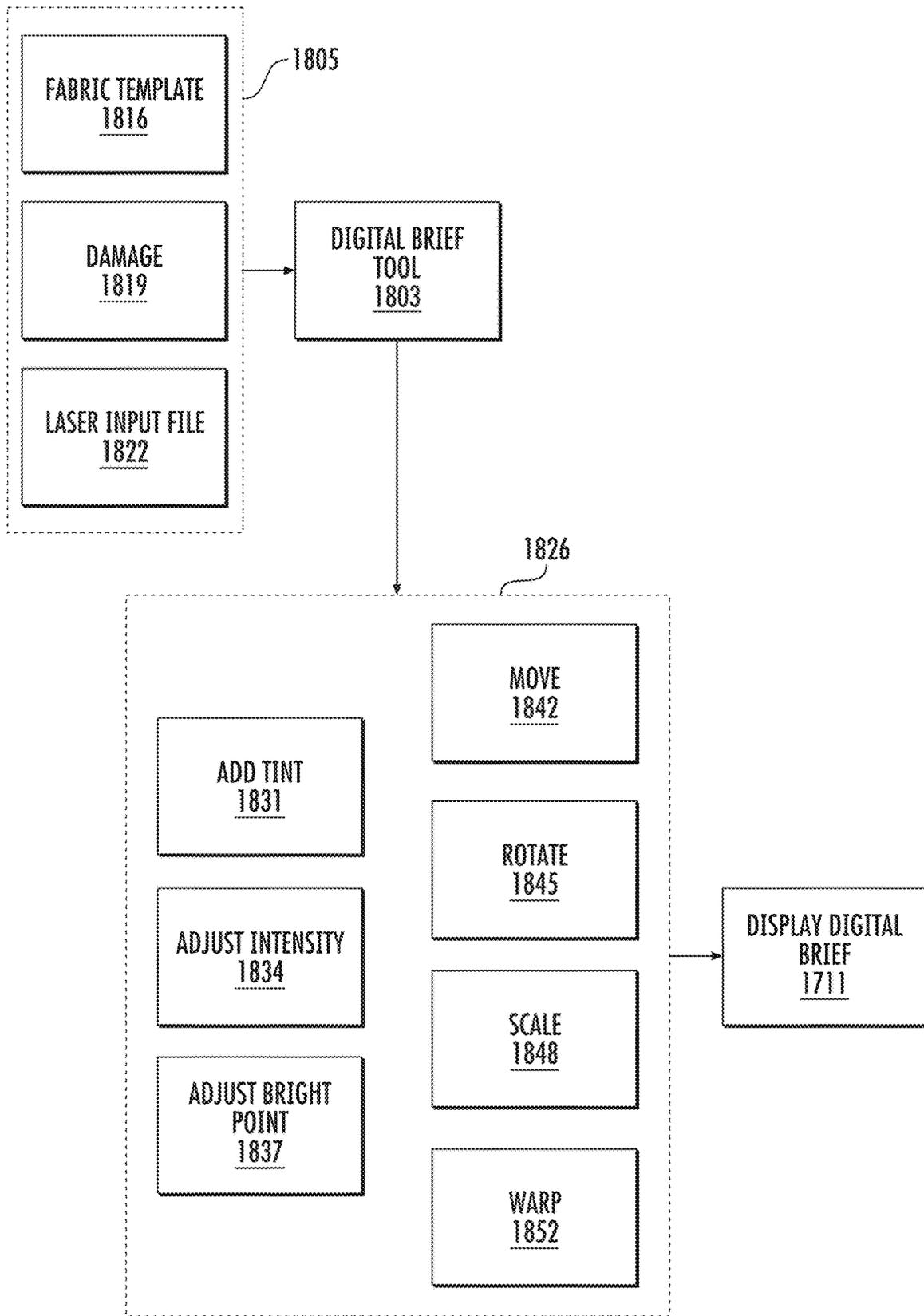


FIG. 18

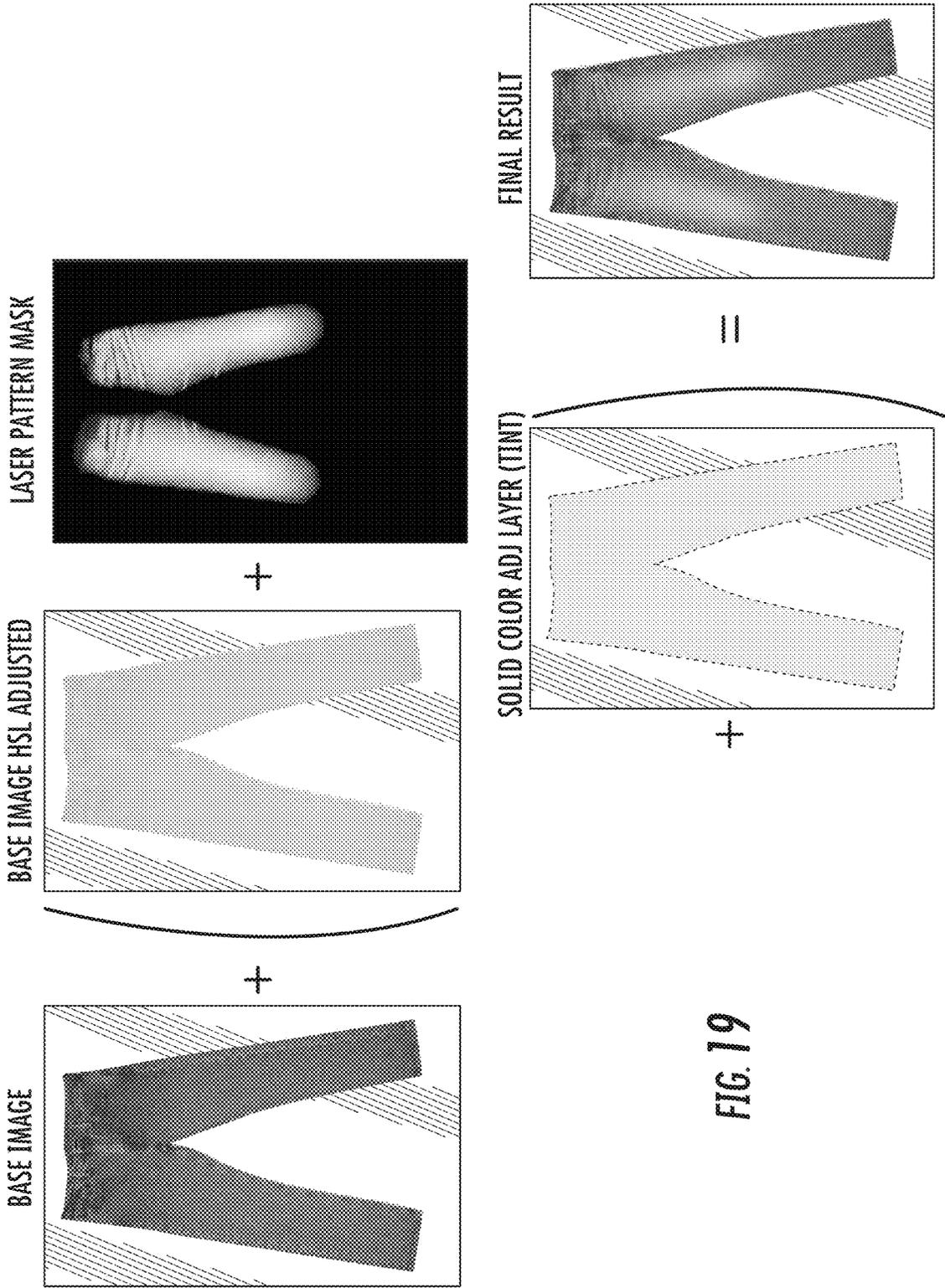


FIG. 19

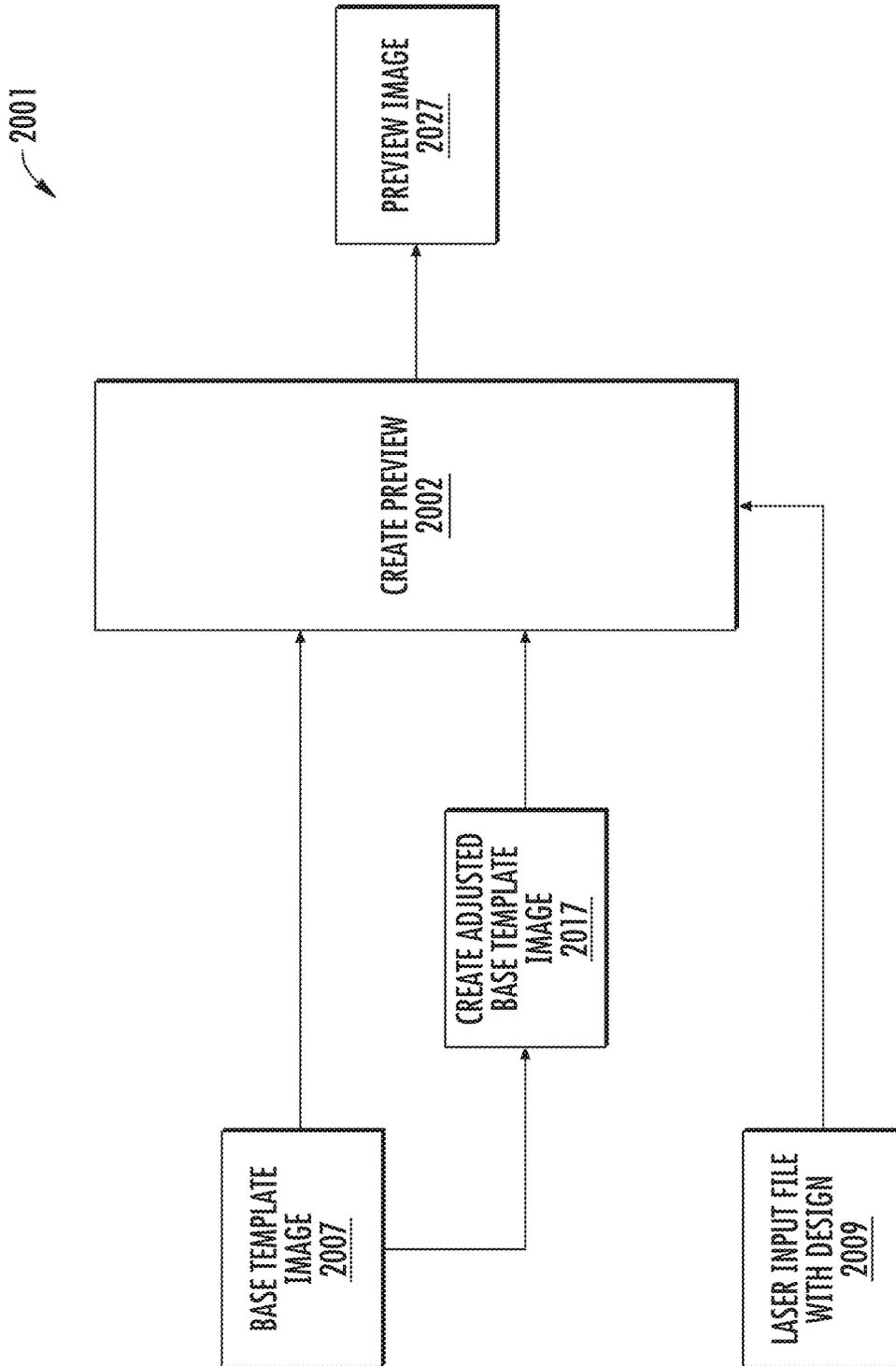


FIG. 20

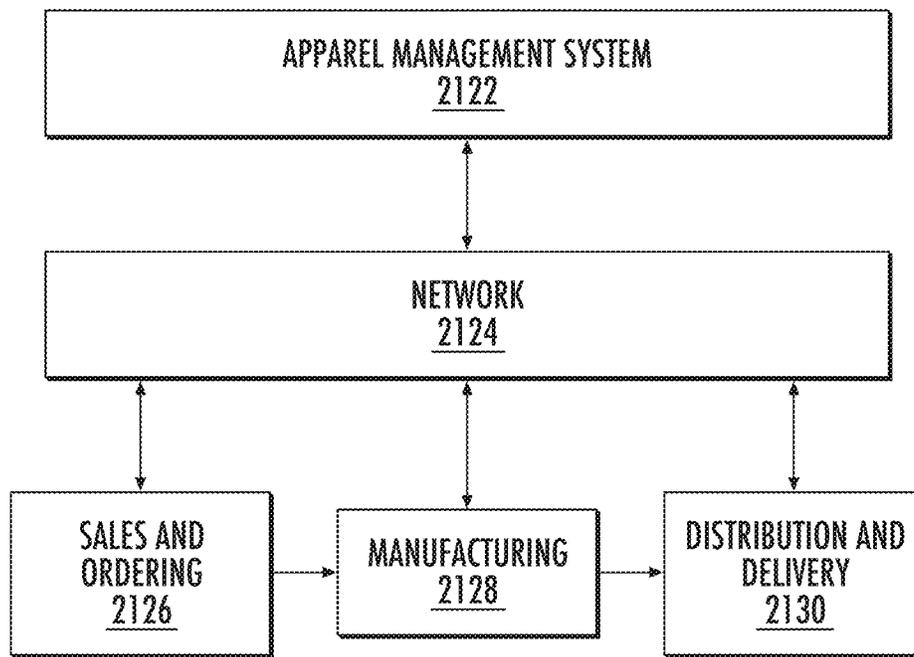


FIG. 21

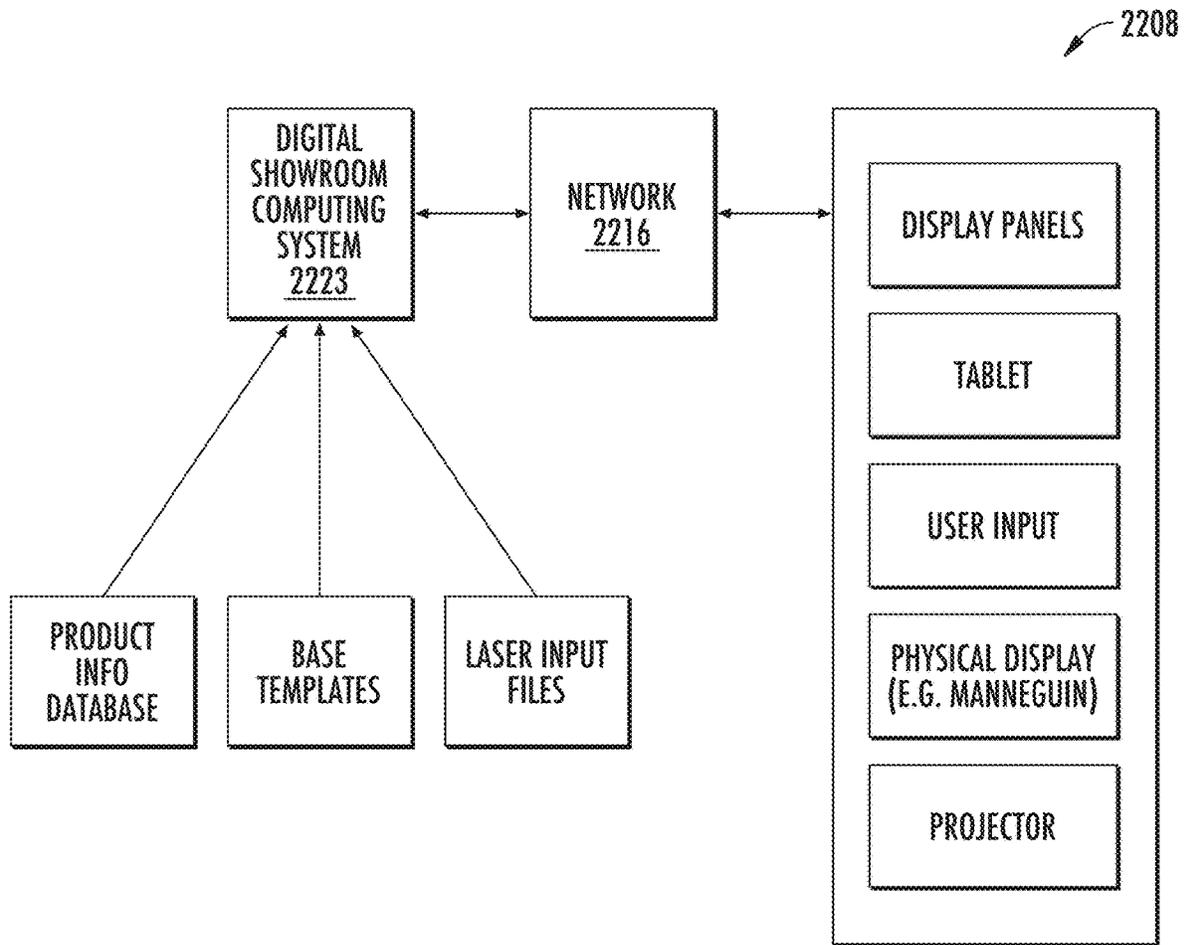


FIG. 22

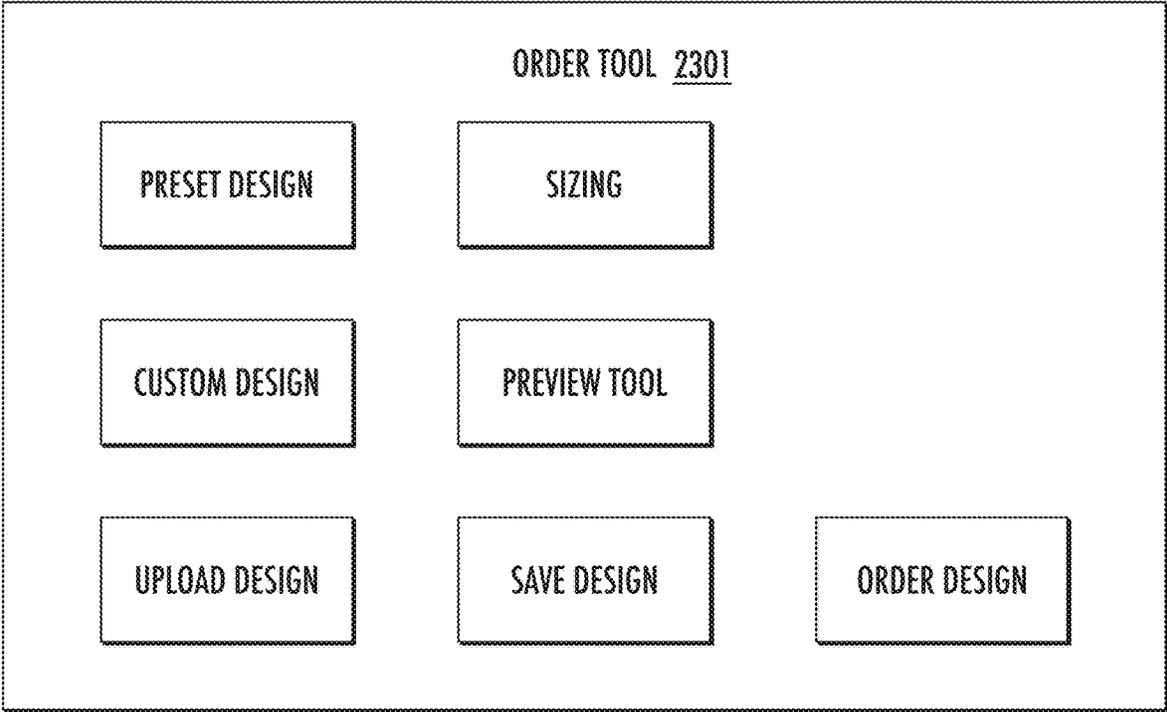


FIG. 23

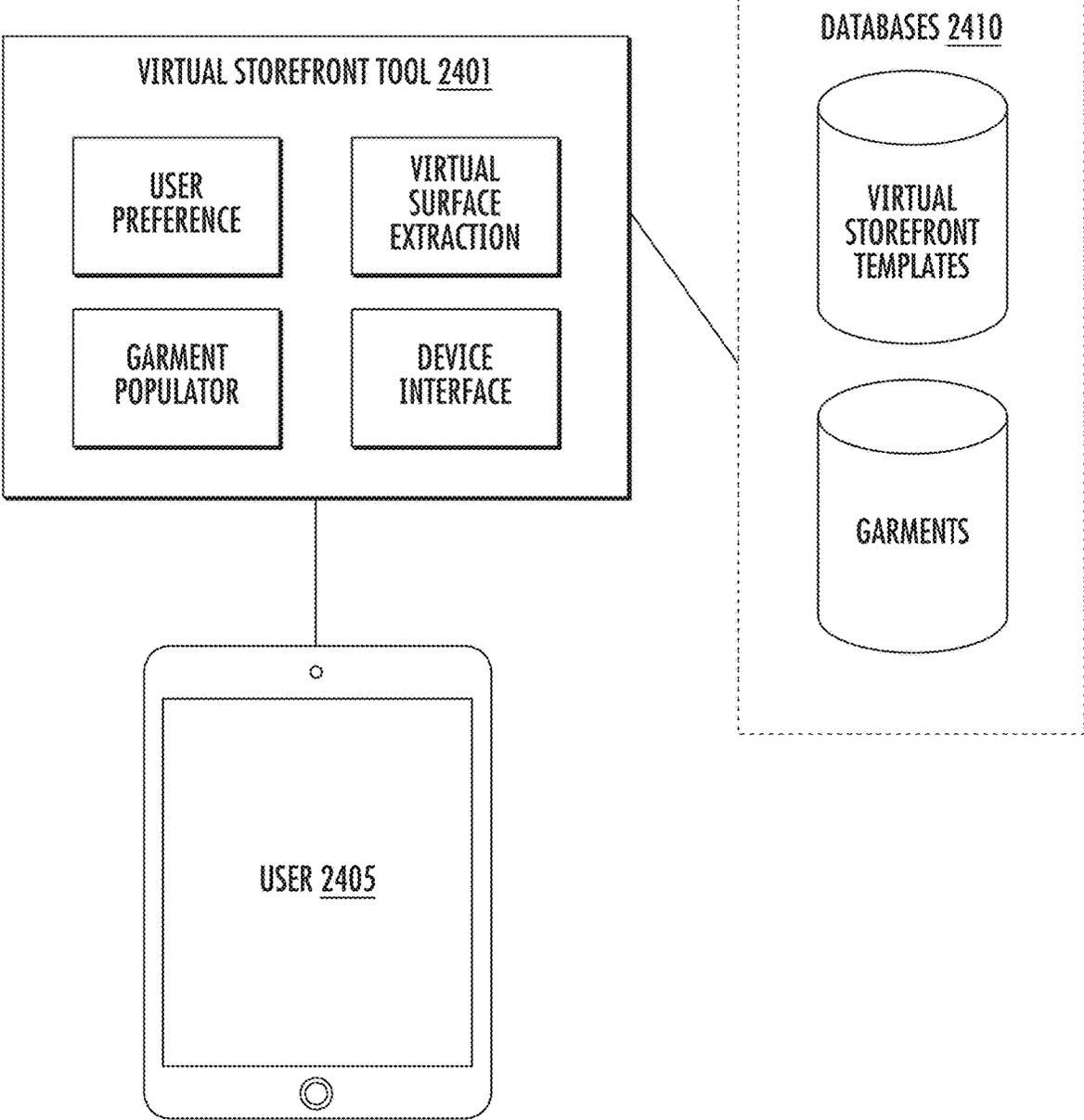


FIG. 24

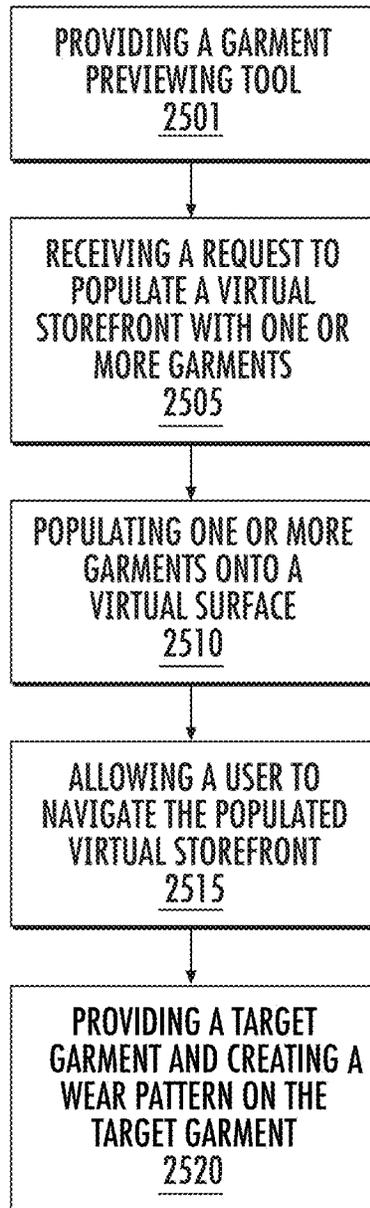


FIG. 25

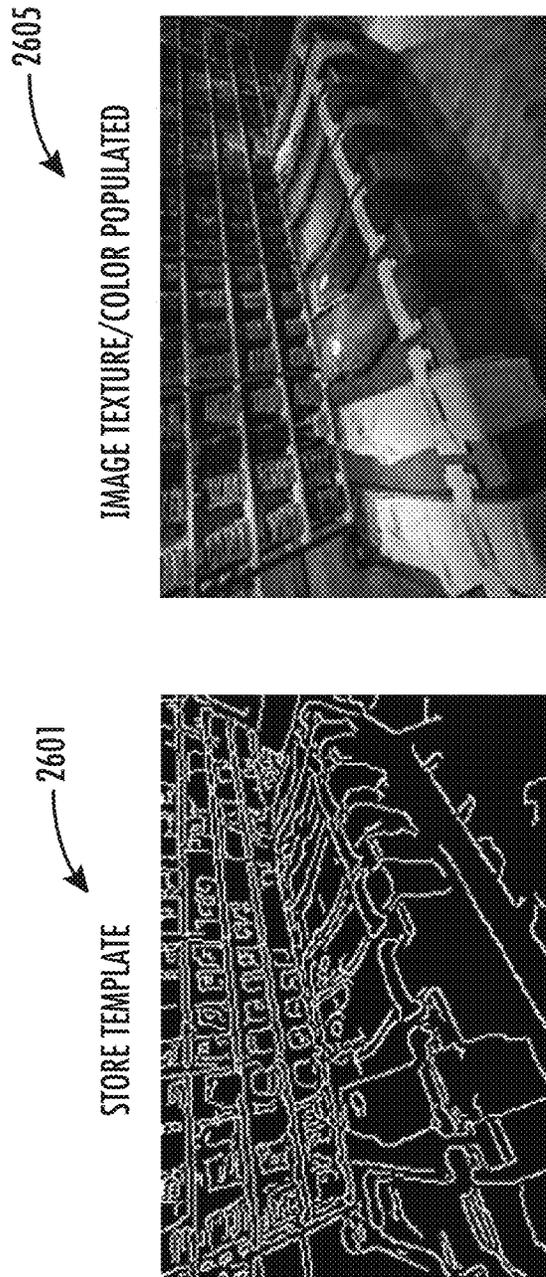


FIG. 26

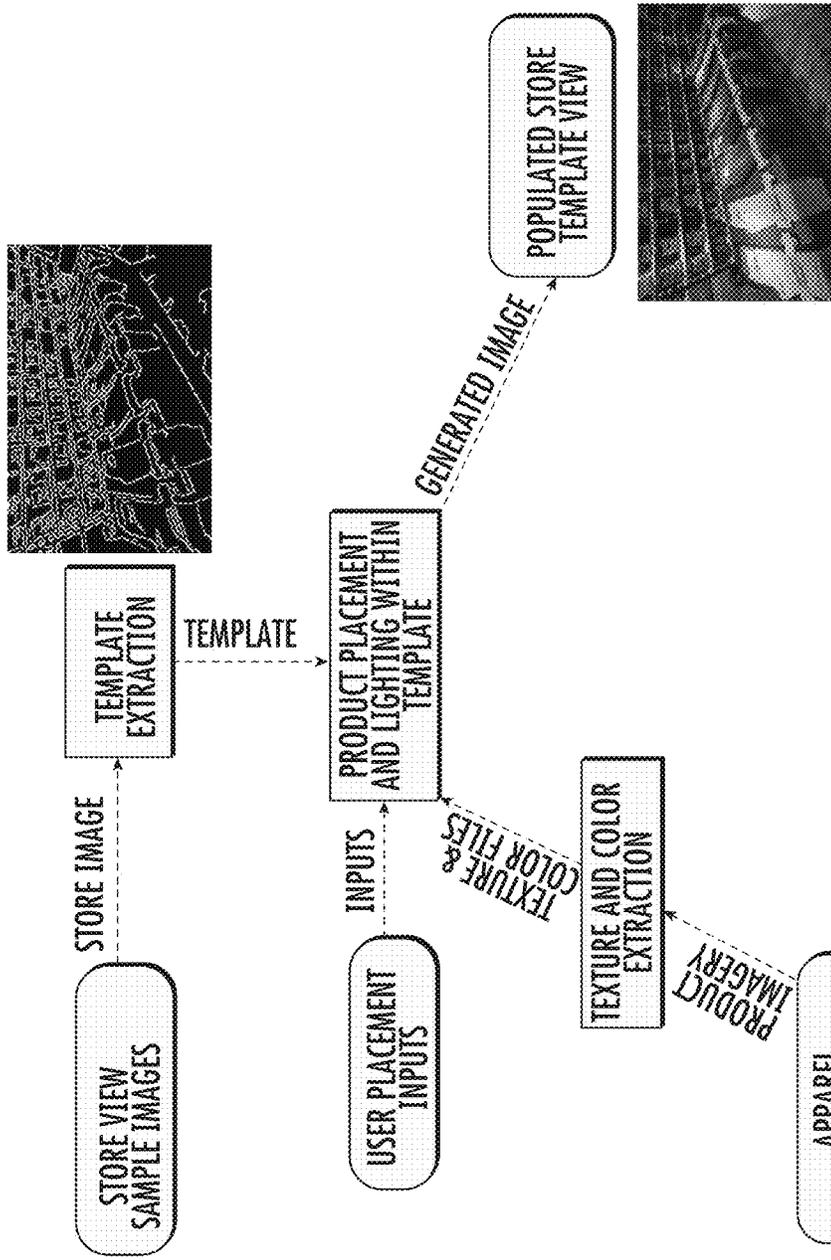
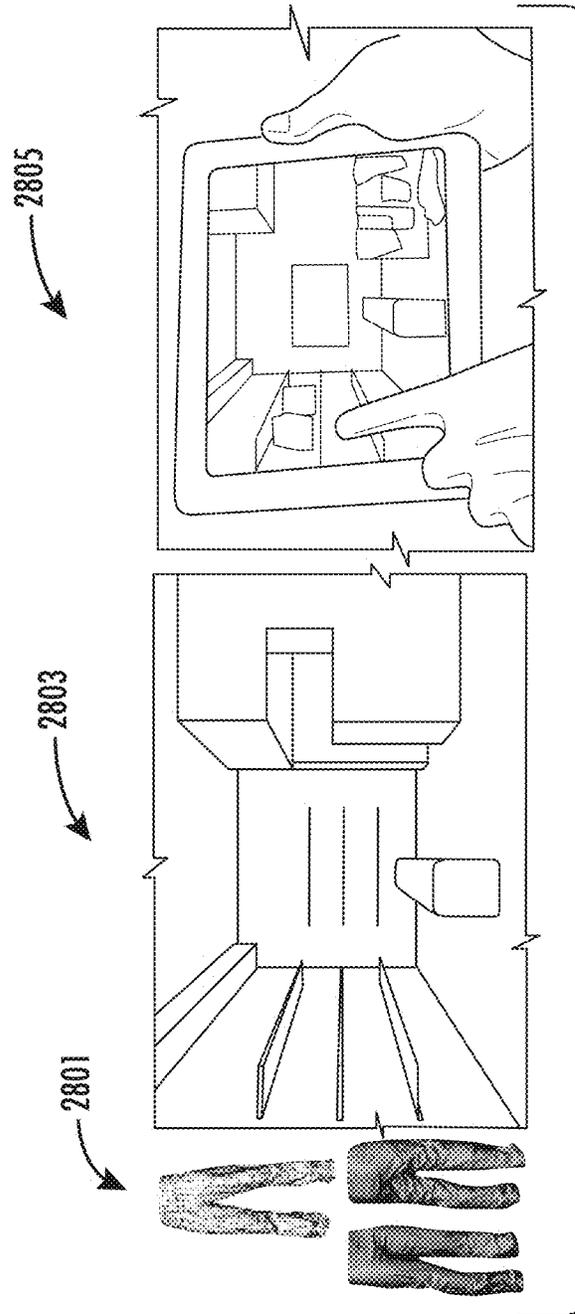


FIG. 27



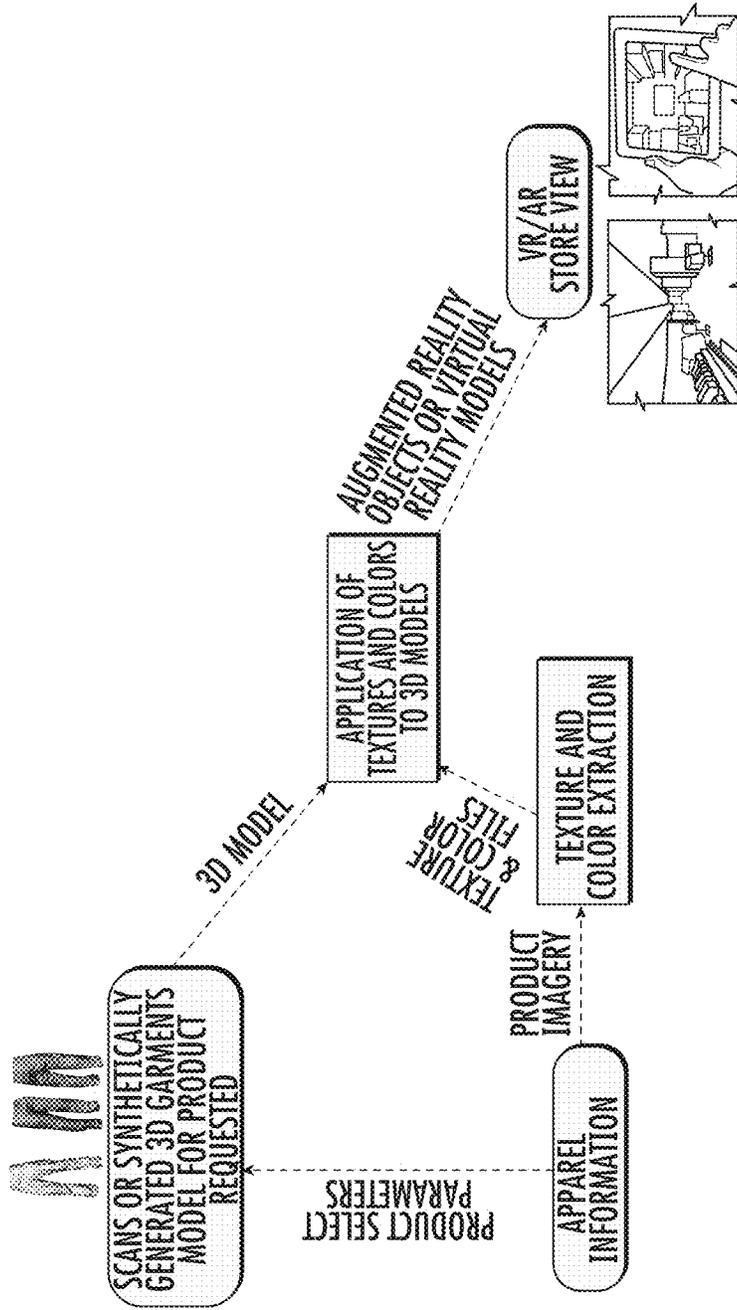
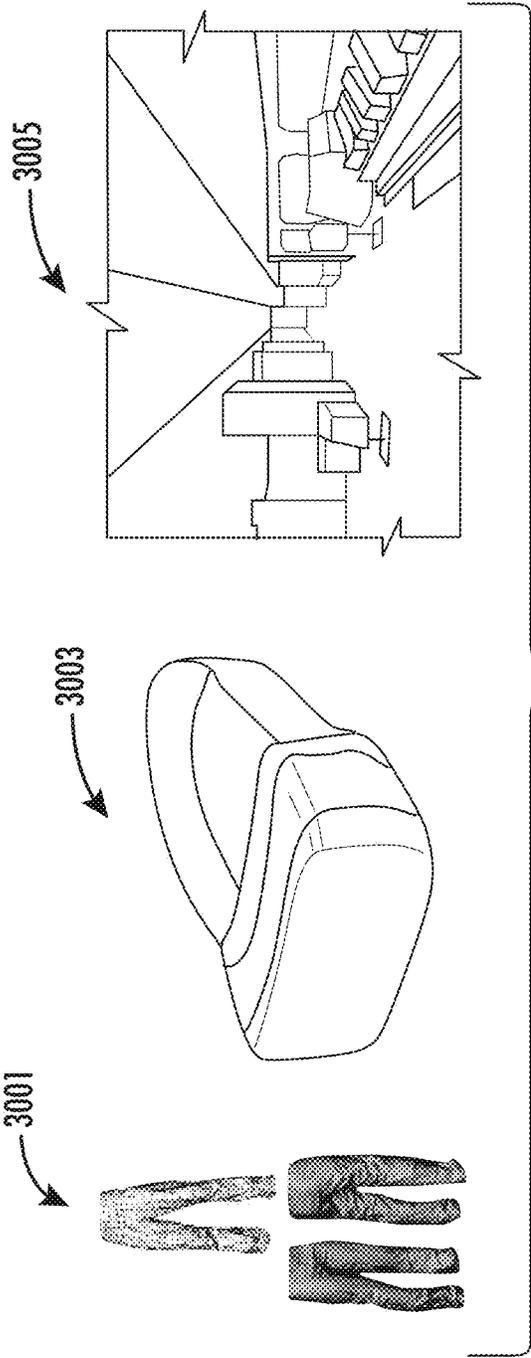


FIG. 29



VIRTUAL STOREFRONT WITH GARMENT PREVIEWS

CROSS-REFERENCE TO RELATED APPLICATIONS

This patent application is a continuation of U.S. patent application Ser. No. 16/288,048, filed Feb. 27, 2019, issued as U.S. Pat. No. 10,687,573 on Jun. 23, 2020, which claims the benefit of U.S. patent applications 62/636,108 and 62/636,112, filed Feb. 27, 2018. These applications are incorporated by reference along with all other references cited in this application.

BACKGROUND OF THE INVENTION

The present invention relates to apparel finishing and, more specifically, the use of a laser in the finishing of garments, especially denim including jeans, shirts, shorts, jackets, vests, and skirts, to obtain a faded, distressed, washed, or worn finish or appearance.

In 1853, during the California Gold Rush, Levi Strauss, a 24-year-old German immigrant, left New York for San Francisco with a small supply of dry goods with the intention of opening a branch of his brother's New York dry goods business. Shortly after arriving in San Francisco, Mr. Strauss realized that the miners and prospectors (called the "forty niners") needed pants strong enough to last through the hard work conditions they endured. So, Mr. Strauss developed the now familiar jeans which he sold to the miners. The company he founded, Levi Strauss & Co., still sells jeans and is the most widely known jeans brand in the world. Levi's is a trademark of Levi Strauss & Co. or LS&Co.

Though jeans at the time of the Gold Rush were used as work clothes, jeans have evolved to be fashionably worn everyday by men and women, showing up on billboards, television commercials, and fashion runways. Fashion is one of the largest consumer industries in the U.S. and around the world. Jeans and related apparel are a significant segment of the industry.

As fashion, people are concerned with the appearance of their jeans. Many people desire a faded or worn blue jeans look. In the past, jeans became faded or distressed through normal wash and wear. The apparel industry recognized people's desire for the worn blue jeans look and began producing jeans and apparel with a variety of wear patterns. The wear patterns have become part of the jeans style and fashion. Some examples of wear patterns include combs or honeycombs, whiskers, stacks, and train tracks.

Despite the widespread success jeans have enjoyed, the process to produce modern jeans with wear patterns takes processing time, has relatively high processing cost, and is resource intensive. A typical process to produce jeans uses significant amounts of water, chemicals (e.g., bleaching or oxidizing agents), ozone, enzymes, and pumice stone. For example, it may take about twenty to sixty liters of water to finish each pair of jeans.

Therefore, there is a need for an improved process for finishing jeans that reduces environmental impact, processing time, and processing costs, while maintaining the look and style of traditional finishing techniques. There is a need for tool to creating and previewing patterns on jeans before laser finishing.

BRIEF SUMMARY OF THE INVENTION

A tool allows a user to create new designs for apparel and preview these designs before manufacture. Software and

lasers are used in finishing apparel to produce a desired wear pattern or other design. Based on a laser input file with a pattern, a laser will burn the pattern onto apparel. With the tool, the user will be able to create, make changes, and view images of a design, in real time, before burning by a laser. Input to the tool includes fabric template images, laser input files, and damage input. The tool allows adding of tinting and adjusting of intensity and bright point. The user can also move, rotate, scale, and warp the image input.

In an implementation, a method for apparel modeling in a virtual storefront includes providing a garment previewing tool that allows previewing on a computer screen of a selected garment base customized by a user with a finishing pattern, where the garment previewing tool includes: providing an option for the user to select the garment base and upon the user's selection, showing a first garment preview image on the computer screen including a jeans base image for the selected garment base, providing an option for the user to select a wear pattern from a menu of wear patterns, where each wear pattern is associated with a laser input file to be used by a laser to produce that wear pattern onto a jeans garment, and after a wear pattern is selected, allowing the user to modify a sizing or position of the wear pattern relative to the jeans base image. The method includes for a plurality of garments created using the garment previewing tool, receiving a first selected garment from the user and receiving from the user a request to populate a virtual storefront template with the first selected garment, where the virtual storefront includes a first virtual surface. The method includes populating, based on a first virtual surface type associated with the first virtual surface, the virtual storefront template to include the first selected garment on the first virtual surface, where the first virtual surface includes at least one of a tabletop, shelving, or clothing rack, and the first virtual surface type is associated with a first scheme to present the first selected garment including whether the first selected garment should be hung, flat, on a mannequin, folded, or stacked, and presenting the populated virtual storefront template to the user. The method includes allowing the user to navigate the populated virtual storefront, where, in response to the user's navigation input, updating the populated virtual storefront template. The method includes providing a target garment corresponding to the first selected garment by the user; and based on a laser input file associated with a selected wear pattern with modified sizing or modified positioning, or a combination, using a laser to create a finishing pattern on an outer surface of the target garment.

The method includes a jeans garment. The method includes where a method of manufacturing the target garment includes: assembling the target garment from fabric panels of a woven first material including a warp including indigo ring-dyed cotton yarn, where the fabric panels are sewn together using thread. The method includes where based on the laser input file, the laser removes selected amounts of material from the surface of a material of the target garment at different pixel locations of the garment, and for lighter pixel locations of the finishing pattern, a greater amount of the indigo ring-dyed cotton warp yarn is removed, while for darker pixel locations of the finishing pattern, a lesser amount of the indigo ring-dyed cotton warp yarn is removed. The method includes where when using the laser to create a finishing pattern, different laser levels are obtained by varying an output of the laser beam by altering a characteristic of the laser including at least one of a frequency, period, pulse width, power, duty cycle, or burning speed. The method includes where the target garment is

made of at least one of a twill material or a cotton twill material. The method includes where the garment base corresponds to a base fit fabric and the base fit fabric includes known characteristics regarding the suitability of the base fit fabric for finishing using the laser.

The method may include selecting more than one garment for use in the virtual storefront. The method includes for the plurality of garments created using the garment previewing tool, receiving a second selected garment from the user, where the second selected garment is included with the first virtual surface. The method includes for the plurality of garments created using the garment previewing tool, receiving a second selected garment from the user, where the second selected garment is included with a second virtual surface, different than the first virtual surface. The method includes a virtual storefront with signage or a doorway.

The method may include various method for the user to interact with the virtual storefront. The method includes presenting the populated virtual storefront template to the user uses augmented reality or augmented reality. The method includes where the user's navigation input includes walking in a first direction or tilting the user's device.

Other objects, features, and advantages of the present invention will become apparent upon consideration of the following detailed description and the accompanying drawings, in which like reference designations represent like features throughout the figures.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 shows a block diagram of a system for creating, designing, producing apparel products with laser finishing.

FIG. 2 shows a flow for a finishing technique that includes the use of a laser.

FIG. 3 shows a weave pattern for a denim fabric.

FIGS. 4-7 show how the laser alters the color of ring-dyed yarn.

FIG. 8 shows a flow for finishing in two finishing steps and using base templates.

FIG. 9 shows multiple base templates and multiple resulting finished products from each of these templates.

FIG. 10 shows a distributed computer network.

FIG. 11 shows a computer system that can be used in laser finishing.

FIG. 12 shows a system block diagram of the computer system.

FIGS. 13-14 show examples of mobile devices.

FIG. 15 shows a system block diagram of a mobile device.

FIG. 16 shows a block diagram of a system for creating, designing, producing apparel products with laser finishing.

FIG. 17 shows a block diagram of a specific implementation of a preview tool.

FIG. 18 shows a block diagram of a brief tool.

FIG. 19 shows a technique of generating a preview of a finished image using a brief tool.

FIG. 20 shows a block diagram of a technique of generating a preview of a laser finishing pattern on a garment.

FIG. 21 shows a system for apparel manufacturing and sales.

FIG. 22 shows block diagram of a digital showroom system.

FIG. 23 shows an order tool.

FIG. 24 shows a system diagram for a virtual storefront tool.

FIG. 25 shows a flow of a system using the virtual storefront tool.

FIG. 26 shows an image texture and color swap approach.

FIG. 27 shows a flow of the image texture and color swap technique.

FIG. 28 shows an augmented reality approach.

FIG. 29 shows a flow for an augmented reality technique.

FIG. 30 shows a virtual reality approach.

DETAILED DESCRIPTION OF THE INVENTION

FIG. 1 shows a process flow 101 for manufacturing apparel such as jeans, where garments are finished using a laser. The fabric or material for various apparel including jeans is made from natural or synthetic fibers 106, or a combination of these. A fabric mill takes fibers and processes 109 these fibers to produce a laser-sensitive finished fabric 112, which has enhanced response characteristics for laser finishing.

Some examples of natural fibers include cotton, flax, hemp, sisal, jute, kenaf, and coconut; fibers from animal sources include silk, wool, cashmere, and mohair. Some examples of synthetic fibers include polyester, nylon, spandex or elastane, and other polymers. Some examples of semisynthetic fibers include rayon, viscose, modal, and lyocell, which are made from a regenerated cellulose fiber. A fabric can be a natural fiber alone (e.g., cotton), a synthetic fiber alone (e.g., polyester alone), a blend of natural and synthetic fibers (e.g., cotton and polyester blend, or cotton and spandex), or a blend of natural and semisynthetic fibers, or any combination of these or other fibers.

For jeans, the fabric is typically a denim, which is a sturdy cotton warp-faced textile in which a weft passes under two or more warp threads. This twill weaving produces a diagonal ribbing. The yarns (e.g., warp yarns) are dyed using an indigo or blue dye, which is characteristic of blue jeans.

Although this patent describes the apparel processing and finishing with respect to jeans, the invention is not limited to jeans or denim products, such as shirts, shorts, jackets, vests, and skirts. The techniques and approaches described are applicable to other apparel and products, including non-denim products and products made from knit materials. Some examples include T-shirts, sweaters, coats, sweatshirts (e.g., hoodies), casual wear, athletic wear, outerwear, dresses, evening wear, sleepwear, loungewear, underwear, socks, bags, backpacks, uniforms, umbrellas, swimwear, bed sheets, scarves, and many others.

A manufacturer creates a design 115 (design I) of its product. The design can be for a particular type of clothing or garment (e.g., men's or women's jean, or jacket), sizing of the garment (e.g., small, medium, or large, or waist size and inseam length), or other design feature. The design can be specified by a pattern or cut used to form pieces of the pattern. A fabric is selected and patterned and cut 118 based on the design. The pattern pieces are assembled together 121 into the garment, typically by sewing, but can be joined together using other techniques (e.g., rivets, buttons, zipper, hoop and loop, adhesives, or other techniques and structures to join fabrics and materials together).

Some garments can be complete after assembly and ready for sale. However, other garments are unfinished 122 and have additional finishing 124, which includes laser finishing. The finishing may include tinting, washing, softening, and fixing. For distressed denim products, the finishing can include using a laser to produce a wear pattern according to a design 127 (design II). Some additional details of laser finishing are described in U.S. patent application 62/377,447, filed Aug. 19, 2016, and Ser. No. 15/682,507, filed Aug. 21, 2017, issued as U.S. Pat. No. 10,051,905 on Aug. 21,

2018, which incorporated by reference along with all other references cited in this application. U.S. patent applications 62/636,108, filed Feb. 27, 2018, and 62/715,788, filed Aug. 7, 2018, describe some specific implementations of a brief builder application and are incorporated by reference.

U.S. patent application Ser. Nos. 16/288,035, 16/288,036, 16/288,038, 16/288,042, 16/288,046, 16/288,047, 16/288,050, 16/288,053, and 16/288,054, filed Feb. 27, 2019, are incorporated by reference.

Design **127** is for postassembly aspects of a garment while design **115** is for preassembly aspects of a garment. After finishing, a finished product **130** (e.g., a pair of jeans) is complete and ready for sale. The finished product is inventoried and distributed **133**, delivered to stores **136**, and sold to consumers or customers **139**. The consumer can buy and wear worn blue jeans without having to wear out the jeans themselves, which usually takes significant time and effort.

Traditionally, to produce distressed denim products, finishing techniques include dry abrasion, wet processing, oxidation, or other techniques, or combinations of these, to accelerate wear of the material in order to produce a desired wear pattern. Dry abrasion can include sandblasting or using sandpaper. For example, some portions or localized areas of the fabric are sanded to abrade the fabric surface. Wet processing can include washing in water, washing with oxidizers (e.g., bleach, peroxide, ozone, or potassium permanganate), spraying with oxidizers, washing with abrasives (e.g., pumice, stone, or grit).

These traditional finishing approaches take time, incur expense, and impact the environment by utilizing resources and producing waste. It is desirable to reduce water and chemical usage, which can include eliminating the use agents such as potassium permanganate and pumice. An alternative to these traditional finishing approaches is laser finishing.

FIG. 2 shows a finishing technique that includes the use of a laser **207**. A laser is a device that emits light through a process of optical amplification based on the stimulated emission of electromagnetic radiation. Lasers are used for bar code scanning, medical procedures such as corrective eye surgery, and industrial applications such as welding. A particular type of laser for finishing apparel is a carbon dioxide laser, which emits a beam of infrared radiation.

The laser is controlled by an input file **210** and control software **213** to emit a laser beam onto fabric at a particular position or location at a specific power level for a specific amount of time. Further, the power of the laser beam can be varied according to a waveform such as a pulse wave with a particular frequency, period, pulse width, or other characteristic. Some aspects of the laser that can be controlled include the duty cycle, frequency, marking or burning speed, and other parameters.

The duty cycle is a percentage of laser emission time. Some examples of duty cycle percentages include 40, 45, 50, 55, 60, 80, and 100 percent. The frequency is the laser pulse frequency. A low frequency might be, for example, 5 kilohertz, while a high frequency might be, for example, 25 kilohertz. Generally, lower frequencies will have higher surface penetration than high frequencies, which has less surface penetration.

The laser acts like a printer and “prints,” “marks,” or “burns” a wear pattern (specified by input file **210**) onto the garment. The fabric that is exposed to the laser beam (e.g., infrared beam) changes color, lightening the fabric at a specified position by a certain amount based on the laser power, time of exposure, and waveform used. The laser

continues from position to position until the wear pattern is completely printed on the garment.

In a specific implementation, the laser has a resolution of about 34 dots per inch (dpi), which on the garment is about 0.7 millimeters per pixel. The technique described in this patent is not dependent on the laser’s resolution, and will work with lasers have more or less resolution than 34 dots per inch. For example, the laser can have a resolution of 10, 15, 20, 25, 30, 40, 50, 60, 72, 80, 96, 100, 120, 150, 200, 300, or 600 dots per inch, or more or less than any of these or other values. Typically, the greater the resolution, the finer the features that can be printed on the garment in a single pass. By using multiple passes (e.g., 2, 3, 4, 5, or more passes) with the laser, the effective resolution can be increased. In an implementation, multiple laser passes are used.

Jeans are dyed using an indigo dye, which results in a blue colored fabric. The blue color is caused by chromophores trapped in the fabric which reflect light as a blue color. U.S. patent application 62/433,739, filed Dec. 13, 2016, which is incorporated by reference, describes a denim material with enhanced response characteristics to laser finishing. Using a denim material made from indigo ring-dyed yarn, variations in highs and lows in indigo color shading is achieved by using a laser.

FIG. 3 shows a weave pattern of a denim fabric **326**. A loom does the weaving. In weaving, warp is the lengthwise or longitudinal yarn or thread in a roll, while weft or woof is the transverse thread. The weft yarn is drawn through the warp yarns to create the fabric. In FIG. 3, the warps extend in a first direction **335** (e.g., north and south) while the wefts extend in a direction **337** (e.g., east and west). The wefts are shown as a continuous yarn that zigzags across the wefts (e.g., carried across by a shuttle or a rapier of the loom). Alternatively, the wefts could be separate yarns. In some specific implementations, the warp yarn has a different weight or thickness than the weft yarns. For example, warp yarns can be coarser than the weft yarns.

For denim, dyed yarn is used for the warp, and undyed or white yarn is typically used for the weft yarn. In some denim fabrics, the weft yarn can be dyed and have a color other than white, such as red. In the denim weave, the weft passes under two or more warp threads. FIG. 3 shows a weave with the weft passing under two warp threads. Specifically, the fabric weave is known as a 2x1 right-hand twill. For a right-hand twill, a direction of the diagonal is from a lower left to an upper right. For a left-hand twill, a direction of the diagonal is from a lower right to an upper left. But in other denim weaves, the weft can pass under a different number of warp threads, such as 3, 4, 5, 6, 7, 8, or more. In other implementation, the denim is a 3x1 right-hand twill, which means the weft passes under three warp threads.

Because of the weave, one side of the fabric exposes more of the warp yarns (e.g., warp-faced side), while the other side exposes more of the weft yarns (e.g., weft-faced side). When the warp yarns are blue and weft yarns are white, a result of the weave is the warp-faced side will appear mostly blue while the reverse side, weft-faced side, will appear mostly white.

In denim, the warp is typically 100 percent cotton. But some warp yarns can be a blend with, for example, elastane to allow for warp stretch. And some yarns for other fabrics may contain other fibers, such as polyester or elastane as examples.

In an indigo ring-dyed yarn, the indigo does not fully penetrate to a core of the yarn. Rather, the indigo dye is applied at a surface of the cotton yarn and diffuses toward

the interior of the yarn. So when the yarn is viewed cross-sectionally, the indigo dyed material will appear as a ring on around an outer edge of the yarn. The shading of the indigo dye will generally lighten in a gradient as a distance increases from the surface of the yarn to the center (or core) of the yarn.

During laser finishing, the laser removes a selected amount of the surface of the indigo dyed yarn (e.g., blue color) to reveal a lighter color (e.g., white color) of the inner core of the ring-dyed yarn. The more of the indigo dyed material that is removed, the lighter the color (e.g., lighter shade of blue). The more of the indigo dyed material that remains, the darker the color (e.g., deeper shade of blue). The laser can be controlled precisely to remove a desired amount of material to achieve a desired shade of blue in a desired place or position on the material.

With laser finishing, a finish can be applied (e.g., printed or burned via the laser) onto apparel (e.g., jeans and denim garments) that will appear similar to or indistinguishable from a finish obtained using traditional processing techniques (e.g., dry abrasion, wet processing, and oxidation). Laser finishing of apparel is less costly and is faster than traditional finishing techniques and also has reduced environmental impact (e.g., eliminating the use of harsh chemical agents and reducing waste).

FIGS. 4-7 show how the laser alters the color of ring-dyed yarn. FIG. 4 shows a laser beam 407 striking a ring-dyed yarn 413 having indigo-dyed fibers 418 and white core fibers 422. The laser removes the dyed fibers, which can be by vaporizing or otherwise destroying the cotton fiber via heat or high temperature that the laser beam causes.

FIG. 5 shows the laser using a first power level setting or first exposure time setting, or a combination of these, to remove some of the dyed fibers, but not revealing any of the white core fibers. The undyed fibers remain covered. There is no color change.

FIG. 6 shows the laser using a second power level setting or second exposure time setting, or a combination of these, to remove more of the dyed fibers than in FIG. 5. The second power level is greater than the first power level, or the second exposure time setting is greater than the first exposure time setting, or a combination of these. The result is some of the undyed fibers are revealed. There is a color change, subtle highlighting.

FIG. 7 shows the laser using a third power level setting or third exposure time setting, or a combination of these, to remove even more of the dyed fibers than in FIG. 6. The third power level is greater than the second power level, or the third exposure time setting is greater than the second exposure time setting, or a combination of these. The result is more of the undyed fibers are revealed. There is a color change, brighter highlighting.

As shown in FIG. 2, before laser 207, the fabric can be prepared 216 for the laser, which may be referred to as a base preparation, and can include a prelaser wash. This step helps improve the results of the laser. After the laser, there can be a postlaser wash 219. This wash can clean or remove any residue caused by the laser, such as removing any charring (which would appear as brown or slightly burning). There can be additional finish 221, which may be including tinting, softening, or fixing, to complete finishing.

FIG. 8 shows a technique where finishing 124 is divided into two finishing steps, finishing I and finishing II. Finishing I 808 is an initial finishing to create base templates 811. With finishing II 814, each base template can be used to manufacture multiple final finishes 817.

FIG. 9 shows multiple base templates, base A, base B, and base C. These base templates may be referred to as base fit fabrics or BFFs. In an implementation, the base templates can be created during base prep and prelaser wash 216 (see FIG. 2). During finishing I, by using different wash 216 methods or recipes, each different base template can be created.

Finishing II can include laser finishing. Base A is lasered with different designs to obtain various final product based on base A (e.g., FP(A)1 to FP(A)i, where i is an integer). Base B is lasered with different designs to obtain various final products based on base B (e.g., FP(B)1 to FP(B)j, where j is an integer). Base C is lasered with different designs to obtain various final products based on base C (e.g., FP(C)1 to FP(C)k, where k is an integer). Each base can be used to obtain a number of different final designs. For example, the integers i, j, and k can have different values.

As described above and shown in FIG. 2, after finishing II, there can be additional finishing during post laser wash 219 and additional finishing 221. For example, during the postlaser wash, there may be additional tinting to the lasered garments. This tinting can result in an overall color cast to change the look of the garment.

In an implementation, laser finishing is used to create many different finishes (each a different product) easily and quickly from the same fabric template or BFF or “blank.” For each fabric, there will be a number of base fit fabrics. These base fit fabrics are lasered to produce many different finishes, each being a different product for a product line. Laser finishing allows greater efficiency because by using fabric templates (or base fit fabrics), a single fabric or material can be used to create many different products for a product line, more than is possible with traditional processing. This reduces the inventory of different fabric and finish raw materials.

For a particular product (e.g., 511 product), there can be two different fabrics, such as base B and base C of FIG. 9. The fabrics can be part of a fabric tool kit. For base B, there are multiple base fit fabrics, FP(B)1, FP(B)2, and so forth. Using laser finishing, a base fit fabric (e.g., FP(B)1) can be used to product any number of different finishes (e.g., eight different finishes), each of which would be considered a different product model.

For example, FP(B)1 can be laser finished using different laser files (e.g., laser file 1, laser file 2, laser file 3, or others) or have different postlaser wash (e.g., postlaser wash recipe 1, postlaser wash recipe 2, postlaser wash recipe 3, or others), or any combination of these. A first product would be base fit fabric FP(B)1 lasered using laser file 1 and washed using postlaser wash recipe 1. A second product would be base fit fabric FP(B)1 lasered using laser file 2 and washed using postlaser wash recipe 1. A third product would be base fit fabric FP(B)1 lasered using laser file 2 and washed using postlaser wash recipe 2. And there can be many more products based on the same base fit fabric. Each can have a different product identifier or unique identifier, such as a different PC9 or nine-digit product code.

With laser finishing, many products or PC9s are produced for each base fit fabric or blank. Compared to traditional processing, this is a significant improvement in providing greater numbers of different products with less different fabrics and finishes (each of which in traditional processing consume resources, increasing cost, and take time). Inventory is reduced. The technique of providing base fit finishes or fabric templates for laser finishing has significant and many benefits.

A system incorporating laser finishing can include a computer to control or monitor operation, or both. FIG. 10 shows an example of a computer that is component of a laser finishing system. The computer may be a separate unit that is connected to a system, or may be embedded in electronics of the system. In an embodiment, the invention includes software that executes on a computer workstation system or server, such as shown in FIG. 10.

FIG. 10 is a simplified block diagram of a distributed computer network 1000 incorporating an embodiment of the present invention. Computer network 1000 includes a number of client systems 1013, 1016, and 1019, and a server system 1022 coupled to a communication network 1024 via a plurality of communication links 1028. Communication network 1024 provides a mechanism for allowing the various components of distributed network 1000 to communicate and exchange information with each other.

Communication network 1024 may itself be comprised of many interconnected computer systems and communication links. Communication links 1028 may be hardware links, optical links, satellite or other wireless communications links, wave propagation links, or any other mechanisms for communication of information. Communication links 1028 may be DSL, Cable, Ethernet or other hardware links, passive or active optical links, 3G, 3.5G, 4G and other mobility, satellite or other wireless communications links, wave propagation links, or any other mechanisms for communication of information.

Various communication protocols may be used to facilitate communication between the various systems shown in FIG. 10. These communication protocols may include VLAN, MPLS, TCP/IP, Tunneling, HTTP protocols, wireless application protocol (WAP), vendor-specific protocols, customized protocols, and others. While in one embodiment, communication network 1024 is the Internet, in other embodiments, communication network 1024 may be any suitable communication network including a local area network (LAN), a wide area network (WAN), a wireless network, an intranet, a private network, a public network, a switched network, and combinations of these, and the like.

Distributed computer network 1000 in FIG. 10 is merely illustrative of an embodiment incorporating the present invention and does not limit the scope of the invention as recited in the claims. One of ordinary skill in the art would recognize other variations, modifications, and alternatives. For example, more than one server system 1022 may be connected to communication network 1024. As another example, a number of client systems 1013, 1016, and 1019 may be coupled to communication network 1024 via an access provider (not shown) or via some other server system.

Client systems 1013, 1016, and 1019 typically request information from a server system which provides the information. For this reason, server systems typically have more computing and storage capacity than client systems. However, a particular computer system may act as both as a client or a server depending on whether the computer system is requesting or providing information. Additionally, although aspects of the invention have been described using a client-server environment, it should be apparent that the invention may also be embodied in a stand-alone computer system.

Server 1022 is responsible for receiving information requests from client systems 1013, 1016, and 1019, performing processing required to satisfy the requests, and for forwarding the results corresponding to the requests back to the requesting client system. The processing required to satisfy the request may be performed by server system 1022

or may alternatively be delegated to other servers connected to communication network 1024.

Client systems 1013, 1016, and 1019 enable users to access and query information stored by server system 1022. In a specific embodiment, the client systems can run as a standalone application such as a desktop application or mobile smartphone or tablet application. In another embodiment, a "Web browser" application executing on a client system enables users to select, access, retrieve, or query information stored by server system 1022. Examples of Web browsers include the Internet Explorer browser program provided by Microsoft Corporation, Firefox browser provided by Mozilla, Chrome browser provided by Google, Safari browser provided by Apple, and others.

In a client-server environment, some resources (e.g., files, music, video, or data) are stored at the client while others are stored or delivered from elsewhere in the network, such as a server, and accessible via the network (e.g., the Internet). Therefore, the user's data can be stored in the network or "cloud." For example, the user can work on documents on a client device that are stored remotely on the cloud (e.g., server). Data on the client device can be synchronized with the cloud.

FIG. 11 shows an exemplary client or server system of the present invention. In an embodiment, a user interfaces with the system through a computer workstation system, such as shown in FIG. 11. FIG. 11 shows a computer system 1101 that includes a monitor 1103, screen 1105, enclosure 1107 (may also be referred to as a system unit, cabinet, or case), keyboard or other human input device 1109, and mouse or other pointing device 1111. Mouse 1111 may have one or more buttons such as mouse buttons 1113.

It should be understood that the present invention is not limited any computing device in a specific form factor (e.g., desktop computer form factor), but can include all types of computing devices in various form factors. A user can interface with any computing device, including smartphones, personal computers, laptops, electronic tablet devices, global positioning system (GPS) receivers, portable media players, personal digital assistants (PDAs), other network access devices, and other processing devices capable of receiving or transmitting data.

For example, in a specific implementation, the client device can be a smartphone or tablet device, such as the Apple iPhone (e.g., Apple iPhone 6), Apple iPad (e.g., Apple iPad, Apple iPad Pro, or Apple iPad mini), Apple iPod (e.g., Apple iPod Touch), Samsung Galaxy product (e.g., Galaxy S series product or Galaxy Note series product), Google Nexus and Pixel devices (e.g., Google Nexus 6, Google Nexus 7, or Google Nexus 9), and Microsoft devices (e.g., Microsoft Surface tablet). Typically, a smartphone includes a telephony portion (and associated radios) and a computer portion, which are accessible via a touch screen display.

There is nonvolatile memory to store data of the telephone portion (e.g., contacts and phone numbers) and the computer portion (e.g., application programs including a browser, pictures, games, videos, and music). The smartphone typically includes a camera (e.g., front facing camera or rear camera, or both) for taking pictures and video. For example, a smartphone or tablet can be used to take live video that can be streamed to one or more other devices.

Enclosure 1107 houses familiar computer components, some of which are not shown, such as a processor, memory, mass storage devices 1117, and the like. Mass storage devices 1117 may include mass disk drives, floppy disks, magnetic disks, optical disks, magneto-optical disks, fixed disks, hard disks, CD-ROMs, recordable CDs, DVDs,

recordable DVDs (e.g., DVD-R, DVD+R, DVD-RW, DVD+RW, HD-DVD, or Blu-ray Disc), flash and other nonvolatile solid-state storage (e.g., USB flash drive or solid state drive (SSD)), battery-backed-up volatile memory, tape storage, reader, and other similar media, and combinations of these.

A computer-implemented or computer-executable version or computer program product of the invention may be embodied using, stored on, or associated with computer-readable medium. A computer-readable medium may include any medium that participates in providing instructions to one or more processors for execution. Such a medium may take many forms including, but not limited to, nonvolatile, volatile, and transmission media. Nonvolatile media includes, for example, flash memory, or optical or magnetic disks. Volatile media includes static or dynamic memory, such as cache memory or RAM. Transmission media includes coaxial cables, copper wire, fiber optic lines, and wires arranged in a bus. Transmission media can also take the form of electromagnetic, radio frequency, acoustic, or light waves, such as those generated during radio wave and infrared data communications.

For example, a binary, machine-executable version, of the software of the present invention may be stored or reside in RAM or cache memory, or on mass storage device **1117**. The source code of the software of the present invention may also be stored or reside on mass storage device **1117** (e.g., hard disk, magnetic disk, tape, or CD-ROM). As a further example, code of the invention may be transmitted via wires, radio waves, or through a network such as the Internet.

FIG. **12** shows a system block diagram of computer system **1101** used to execute the software of the present invention. As in FIG. **11**, computer system **1101** includes monitor **1103**, keyboard **1109**, and mass storage devices **1117**. Computer system **1101** further includes subsystems such as central processor **1202**, system memory **1204**, input/output (I/O) controller **1206**, display adapter **1208**, serial or universal serial bus (USB) port **1212**, network interface **1218**, and speaker **1220**. The invention may also be used with computer systems with additional or fewer subsystems. For example, a computer system could include more than one processor **1202** (i.e., a multiprocessor system) or a system may include a cache memory.

Arrows such as **1222** represent the system bus architecture of computer system **1101**. However, these arrows are illustrative of any interconnection scheme serving to link the subsystems. For example, speaker **1220** could be connected to the other subsystems through a port or have an internal direct connection to central processor **1202**. The processor may include multiple processors or a multicore processor, which may permit parallel processing of information. Computer system **1101** shown in FIG. **12** is but an example of a computer system suitable for use with the present invention. Other configurations of subsystems suitable for use with the present invention will be readily apparent to one of ordinary skill in the art.

Computer software products may be written in any of various suitable programming languages, such as C, C++, C#, Pascal, Fortran, Perl, MATLAB (from MathWorks, www.mathworks.com), SAS, SPSS, JavaScript, AJAX, Java, Python, Erlang, and Ruby on Rails. The computer software product may be an independent application with data input and data display modules. Alternatively, the computer software products may be classes that may be instantiated as distributed objects. The computer software products may also be component software such as Java Beans (from Oracle Corporation) or Enterprise Java Beans (EJB from Oracle Corporation).

An operating system for the system may be one of the Microsoft Windows® family of systems (e.g., Windows 95, 98, Me, Windows NT, Windows 2000, Windows XP, Windows XP x64 Edition, Windows Vista, Windows 7, Windows 8, Windows 10, Windows CE, Windows Mobile, Windows RT), Symbian OS, Tizen, Linux, HP-UX, UNIX, Sun OS, Solaris, Mac OS X, Apple iOS, Android, Alpha OS, AIX, IRIX32, or IRIX64. Other operating systems may be used. Microsoft Windows is a trademark of Microsoft Corporation.

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Furthermore, the computer may be connected to a network and may interface to other computers using this network. The network may be an intranet, internet, or the Internet, among others. The network may be a wired network (e.g., using copper), telephone network, packet network, an optical network (e.g., using optical fiber), or a wireless network, or any combination of these. For example, data and other information may be passed between the computer and components (or steps) of a system of the invention using a wireless network using a protocol such as Wi-Fi (IEEE standards 802.11, 802.11a, 802.11b, 802.11e, 802.11g, 802.11i, 802.11n, 802.11ac, and 802.11ad, just to name a few examples), near field communication (NFC), radio-frequency identification (RFID), mobile or cellular wireless (e.g., 2G, 3G, 4G, 3GPP LTE, WiMAX, LTE, LTE Advanced, Flash-OFDM, HIPERMAN, iBurst, EDGE Evolution, UMTS, UMTS-TDD, 1xRDD, and EV-DO). For example, signals from a computer may be transferred, at least in part, wirelessly to components or other computers.

In an embodiment, with a Web browser executing on a computer workstation system, a user accesses a system on the World Wide Web (WWW) through a network such as the Internet. The Web browser is used to download Web pages or other content in various formats including HTML, XML, text, PDF, and postscript, and may be used to upload information to other parts of the system. The Web browser may use uniform resource identifiers (URLs) to identify resources on the Web and hypertext transfer protocol (HTTP) in transferring files on the Web.

In other implementations, the user accesses the system through either or both of native and nonnative applications. Native applications are locally installed on the particular computing system and are specific to the operating system or one or more hardware devices of that computing system, or a combination of these. These applications (which are sometimes also referred to as “apps”) can be updated (e.g., periodically) via a direct internet upgrade patching mechanism or through an applications store (e.g., Apple iTunes and App store, Google Play store, Windows Phone store, and Blackberry App World store).

The system can run in platform-independent, nonnative applications. For example, client can access the system through a Web application from one or more servers using a network connection with the server or servers and load the Web application in a Web browser. For example, a Web application can be downloaded from an application server over the Internet by a Web browser. Nonnative applications can also be obtained from other sources, such as a disk.

FIGS. **13-14** show examples of mobile devices, which can be mobile clients. Mobile devices are specific implementations of a computer, such as described above. FIG. **13** shows a smartphone device **1301**, and FIG. **14** shows a tablet

device **1401**. Some examples of smartphones include the Apple iPhone, Samsung Galaxy, and Google Nexus family of devices. Some examples of tablet devices include the Apple iPad, Apple iPad Pro, Samsung Galaxy Tab, and Google Nexus family of devices.

Smartphone **1301** has an enclosure that includes a screen **1303**, button **1309**, speaker **1311**, camera **1313**, and proximity sensor **1335**. The screen can be a touch screen that detects and accepts input from finger touch or a stylus. The technology of the touch screen can be a resistive, capacitive, infrared grid, optical imaging, or pressure-sensitive, dispersive signal, acoustic pulse recognition, or others. The touch screen is screen and a user input device interface that acts as a mouse and keyboard of a computer.

Button **1309** is sometimes referred to as a home button and is used to exit a program and return the user to the home screen. The phone may also include other buttons (not shown) such as volume buttons and on-off button on a side. The proximity detector can detect a user's face is close to the phone, and can disable the phone screen and its touch sensor, so that there will be no false inputs from the user's face being next to screen when talking.

Tablet **1401** is similar to a smartphone. Tablet **1401** has an enclosure that includes a screen **1403**, button **1409**, and camera **1413**. Typically the screen (e.g., touch screen) of a tablet is larger than a smartphone, usually 7, 8, 9, 10, 12, 13, or more inches (measured diagonally).

FIG. 15 shows a system block diagram of mobile device **1501** used to execute the software of the present invention. This block diagram is representative of the components of smartphone or tablet device. The mobile device system includes a screen **1503** (e.g., touch screen), buttons **1509**, speaker **1511**, camera **1513**, motion sensor **1515**, light sensor **1517**, microphone **1519**, indicator light **1521**, and external port **1523** (e.g., USB port or Apple Lightning port). These components can communicate with each other via a bus **1525**.

The system includes wireless components such as a mobile network connection **1527** (e.g., mobile telephone or mobile data), Wi-Fi **1529**, Bluetooth **1531**, GPS **1533** (e.g., detect GPS positioning), other sensors **1535** such as a proximity sensor, CPU **1537**, RAM memory **1539**, storage **1541** (e.g. nonvolatile memory), and battery **1543** (lithium ion or lithium polymer cell). The battery supplies power to the electronic components and is rechargeable, which allows the system to be mobile.

FIG. 16 shows a block diagram of a system for creating, designing, producing apparel products with laser finishing. A box line plan **1602** is an internal and interim tool for communication between a merchandising group and design group. Through the box line plan, merchandising can communicate what needs to be designed by the design group. The box line plan can have open slots to be designed **1609**.

There is a digital design tool **1616** merchants and design can use to click and drag finish effects (e.g., laser files) and tint casts over images of base washes in order to visualize possible combinations and build the line visually before the garment finish is actually finished by the laser. The visualizations can be by rendering on a computer system, such as using three-dimensional (3D) graphics.

U.S. patent application Ser. No. 62/433,746, filed Dec. 13, 2016, which is incorporated by reference, describes a system and operating model of apparel manufacture with laser finishing. Laser finishing of apparel products allows an operating model that reduces finishing cost, lowers carrying costs, increases productivity, shortens time to market, be more reactive to trends, reduce product constraints, reduces

lost sales and dilution, and more. Improved aspects include design, development, planning, merchandising, selling, making, and delivering. The model uses fabric templates, each of which can be used to produce a multitude of laser finishes. Operational efficiency is improved.

Designers can use the digital design tool to design products that are used to satisfy the requests in open slots **1609**. Designs created using the digital design tool can be stored in a digital library **1622**. Input to the digital design tool include fabric templates or blanks **1627** (e.g., base fit fabrics or BFFs), existing finishes **1633** (e.g., can be further modified by the tool **1616**), and new finishes **1638**. New finishes can be from designs **1641** (e.g., vintage design) captured using a laser finish software tool **1645**, examples of which are described in U.S. patent applications 62/377,447, filed Aug. 19, 2016, and Ser. No. 15/682,507, filed Aug. 21, 2017. Digital library **1622** can be accessible by the region assorting and sell-in **1650**. And the digital library can be used populate or satisfy the box line plan.

FIG. 17 shows a block diagram of a specific implementation of a digital design tool, a preview tool **1703**. Digital design tool **1616** can be representative of a collection of tools, such as an application suite, including desktop or mobile apps, or a combination.

Preview tool **1703** can be a single tool in a toolbox or toolkit used for laser finishing of garments, or the tool can be incorporated as a feature of another tool. The preview tool allows a user such as a clothing designer to preview on a computer screen or to generate a digital representation (e.g., image file, JPEG file, BMP file, TIFF file, GIF file, PNG file, PSD file, or others) of jeans in a selected base fit fabric or fabric template **1706** with a selected laser pattern **1709** (e.g., from a laser input file). With the digital representation, the user will be able to see or preview the jeans in the selected base fit fabric as if it had been burned with the selected laser input file, without needing to actually laser or burn the jeans.

Some files are described as being of an image file type. Some examples of image file types or file formats include bitmap or raster graphics formats including IMG, TIFF, EXIF, JPEG, GIF, PNG, PBM, PGM, PPM, BMP, and RAW. The compression for the file can be lossless (e.g., TIFF) or lossy (e.g., JPEG). Other image file types or file formats include vector graphics including DXF, SVG, and the like.

Bitmaps or raster graphics are resolution dependent while vector graphics are resolution independent. Raster graphics generally cannot scale up to an arbitrary resolution without loss of apparent quality. This property contrasts with the capabilities of vector graphics, which generally easily scale up to the quality of the device rendering them.

A raster graphics image is a dot matrix data structure representing a generally rectangular grid of pixels, or points of color, viewable via a monitor, paper, or other display medium. A bitmap, such as a single-bit raster, corresponds bit-for-bit with an image displayed on a screen or output medium. A raster is characterized by the width and height of the image in pixels and by the number of bits per pixel (or color depth, which determines the number of colors it can represent).

The BMP file format is an example of a bitmap. The BMP file format, also known as bitmap image file or device independent bitmap (DIB) file format or simply a bitmap, is a raster graphics image file format used to store bitmap digital images, independently of the display device. The BMP file format is capable of storing two-dimensional digital images of arbitrary width, height, and resolution,

both monochrome and color, in various color depths, and optionally with data compression, alpha channels, and color profiles.

The fabric template can be selected from a library of fabric template images **1716** or may be a new image uploaded or provided by the user. Each fabric template images is an image file of a jeans in a base fit fabric or other material. For each jeans model or fit (e.g., models or fits 311, 501, 505, 511, 515, 541, 569, 721, and others), there would be one image in each different material or base fit fabric.

The laser input file can be selected from a library of laser input files **1722** (e.g., files created from vintage jeans or from a group of designers), may be a file **1718** created by the user, or may be a file uploaded or provided by the user. For example, the user may have created the laser pattern (contained within a laser input file) manually using a graphical or image editing tool (e.g., Adobe Photoshop and similar photo editing programs). Or the laser pattern may have been created by another, such as selected from a library of laser files. The laser pattern may be generated by a computer or automated process, such as may be used to obtain a laser pattern from vintage jeans. The user will be able to see the results of a burn, make any manual changes or alterations to the pattern (such as additional changes to a vintage jean pattern in a digital image file) and preview the results again. The preview tool allows a user to make and see changes, to the user can obtain feedback faster than having to laser jeans to see the results and also avoiding unneeded waste (e.g., preliminary versions of burned jeans).

Each digital representation can be saved in a separate images, and a group or set of the images can be called brief of collection of jeans. The preview tool can be used for merchandising, such as generating images of a proposed line of products for a particular season, and these images can be shared among members of a team to discuss any additions, changes, or deletions to a collection.

A specific version of the preview tool overlays a fabric template input file and a laser input file, and then generates an image to display them together as a representation of the laser-finished apparel. The laser input file is aligned to the garment in the fabric template input file, so that the positioning of features in the laser input file and at appropriate positions or places on the garment. The alignment may be by using alignment marks that are in the input files. The alignment may be an automated alignment or scaling, or a combination.

Brightness, intensity, opacity, blending, transparency, or other adjustable parameters for an image layer, or any combination of these, are selected or adjusted for the laser input file, so that when the laser input file is overlaid above the fabric template image, the look of the garment will appear of simulate the look of a garment had been burned by a laser using that laser input file.

Adjustable parameters such as opacity can be used to blend two or more image layers together. For example, a layer's overall opacity determines to what degree it obscures or reveals the layer beneath it. For example, a layer with 1 percent opacity appears nearly transparent, while one with 100 percent opacity appears completely opaque.

Further, a dots per inch (dpi) of the combined image can be adjusted to also more properly simulate the look of a garment more closely with a burned garment. Dots per inch refers to the number of dots in a printed inch. The more dots, the higher the quality of the print (e.g., more sharpness and detail). By reducing the dpi of the image, this will reduce the image quality, resulting a blurring of the image. In an implementation, the preview tool reduces a dpi of the

combined image, to be of less dpi than the fabric template input file or the laser input file. By blurring the preview image, this results in improved simulation that corresponds better to a burned laser garment. When burning a garment, the garment material or fabric typically limits the resolution of the result to less than that of the input file.

In an implementation, the dpi of the laser input file is about 72 dpi, while the dpi of the preview image is about 34 dpi. In an implementation, the dpi of the fabric template input file and laser input file are about 36 dpi or above, while the dpi of the preview image is about 36 dpi or lower.

FIG. **18** shows a block diagram of a digital brief tool **1803**, which also like preview tool **1703**, provides a real-time preview of an appearance of pair of jeans when a finishing pattern is applied by burning using a laser input file. The digital brief tool has additional features to allow more flexible designing of jeans.

It should be understood that the invention is not limited to the specific flows and steps presented. A flow of the invention may have additional steps (not necessarily described in this patent), different steps which replace some of the steps presented, fewer steps or a subset of the steps presented, or steps in a different order than presented, or any combination of these. Further, the steps in other implementations of the invention may not be exactly the same as the steps presented and may be modified or altered as appropriate for a particular application or based on the data or situation.

The digital brief tool takes as input three types of digital assets **1805**, fabric template input **1816**, damage input **1819**, and laser input file **1822**. Fabric template input **1816** and laser input file **1822** are similar to the inputs for the preview tool. Damage input **1819** is an image of damage (e.g., holes, rips, shredded regions, or openings of various shapes and sizes) that can be burned by a laser into jeans. The digital brief tool overlays the damage and laser input files over the fabric template.

The user selects a fabric template input, which an image of a jeans style in a particular base fit fabric. The user can optionally select one or more damage inputs. If a damage input is selected, the damage input will be a layer that overlays the fabric template layer. As for the preview tool, the user selects a laser input file with laser pattern and overlays the fabric template layer. As the user selects the inputs, the user will be able to see in real time the inputs and any changes or updates in a preview image or brief.

After the inputs are selected, the user can select and perform one or more operations **1826** on the inputs using the digital brief tool. These operations including adding tint **1831**, adjusting intensity **1834**, adjusting bright point **1837**, move digital asset **1842**, rotate digital asset **1845**, scale digital asset **1848**, and warp digital asset **1852**. As the user selects and performs one or more operations, the user will be able to see in real time the changes or updates in the preview image or brief.

After the fabric template input, the user can add tinting **1831**. Tinting will adjust the hue of the color of the fabric template input. Tinting is representative of the tinting which can be added during the postlaser wash or finishing II, described above. The user will be able to select a tint color, and this tint color will be blended with the existing color of the fabric template input. The amount or intensity of the tinting can be increased or decreased, such as by using a slider bar.

The user can adjust intensity **1834**. In an implementation, intensity adjusts a weight matrix by a percentage of each value in the array. In an implementation, intensity (or brightness) adjusts an opacity of a generated adjustment

layer (see hue saturation lightness adjustment layer described below). The greater the opacity, the more opaque this layer will appear in the preview or brief image. The less the opacity, the less opaque this layer will appear in the preview or brief image; the layer will appear more transparent so that the layer beneath will show through more.

When increasing brightness, the opacity of the adjustment layer increases, and since the adjustment layer is above the fabric template input, the generated adjustment layer will become more prominent or visible, thus making this layer (which has the wear pattern) brighter. Similarly, when decreasing brightness, the opacity of the adjustment layer decreases, the generated adjustment layer will become less prominent or visible, thus making this layer (which has the wear pattern) less bright or fainter. The amount of the intensity can be increased or decreased, such as by using a slider bar.

The user can adjust bright point **1837**. Bright point adjusts the effect of the laser input file on the fabric template input. In an implementation, bright point adjustment changes a midpoint of a grayscale, creating a piecewise linear mapping of the pattern file.

Increasing the bright point will increase an effect of the laser pattern (e.g., causing greater laser pattern highlights) in the laser input file on the fabric template input, while decreasing the bright point does the opposite (e.g., diminishing laser pattern highlights). The bright point adjustment can be analogous to changing a pixel time or the time that the laser stays at a particular position for a given input from the laser input file. The amount of the bright point can be increased or decreased, such as by using a slider bar.

The user can move **1842** or reposition a selected digital asset. For example, a damage input (or fabric template or laser file) may be moved to a position desired by the user. The user can rotate **1845** a selected digital asset. For example, a damage input (or fabric template or laser file) may be rotated to any angle relative to the other layers as desired by the user.

The user can scale **1848** a selected digital asset. This scaling can be locked, maintaining the original aspect ratio of the digital asset, or can be unlocked, such that the user can change the aspect ratio. The user can warp **1852** a selected digital asset. With warping, the user can adjust an aspect ratio of a portion of the digital asset differently from another portion. For example, one portion of a damage input (or fabric template or laser file) can be squished (e.g., right and left edges of image pushed toward each other) while another portion is expanded (e.g., right and left edges of image pulled away from each other).

After the user has performed selected operations **1826**, the digital brief tool shows an image of the jeans with the laser finishing pattern, including any tinting, damage, or other adjustments, as created by the user. This image can be saved and viewed again later. A user can create multiple designs, and these can be saved together as part of a collection.

FIG. **19** shows a technique of generating a preview of a finished image using a digital brief tool. A base image (or fabric template input) is selected. A hue saturation lightness (HSL) adjustment layer is created or generated for the selected base image. The HSL adjustment layer can be the base layer with an adjustment for hue saturation lightness. When tinting is selected, a solid color adjustment layer is created or generated. The solid color adjustment layer has a solid color (e.g., yellow, green, red, blue, or other color that is used for tinting the garment) that is in the same form or outline as the garment (e.g., pants), as indicated by the dotted lines in the figure.

To obtain a final result, which is the final image of the jeans with laser finishing pattern, a laser pattern mask is combined with the base image and HSL adjustment layer. A resulting combination will be based on intensity and bright point settings.

The laser pattern mask is a negative image or reverse image of the laser input file. For the laser input file, during laser burning, a white pixel means the pixel is not lasered (which results in the original indigo color of the fabric), and a black pixel means the pixel will be lasered at highest level (which results in the whitest color that can be achieved on the fabric). In an implementation, the laser input file has 256 levels of gray, and for levels between 0 (e.g., black) and 255 (e.g., white), then the amount of laser burning will be proportionally somewhere in between.

FIG. **20** shows a block diagram of a technique of generating a preview of a laser finishing pattern on a garment, such as jeans. The technique may be embodied in a preview generation tool **2001**. Inputs to a create preview image process **2002** include a base template image **2007** and laser input file **2009**. The base template image is used to create an adjusted base template image **2017**, which is also input to the create preview image process. These create preview image process uses these three inputs to create a preview image **2027**, which can be displayed on a computer screen for the user.

The adjusted base template image is created from the base template image by adjusting its hue, saturation, or lightness, or any combination of these. Compared to the original base template image, the adjusted base template image will appear washed out or bleached. In other words, the adjusted base template image will appear as if the garment in the base template image were fully bleached or lasered. The adjusted base template image can be an HLS adjustment layer as discussed above.

Digital Brief Tool

Embodiments of a digital brief tool (or garment preview tool) may execute on Apple Inc.'s iPad Pro tablet computer device. Although the screens portray the digital brief tool as executing on an iPad Pro, other suitable electronic devices may execute the digital brief tool. For example, the digital brief tool may execute on a Windows device (e.g., Windows 10 tablet), an Android device, other iPad product family models (e.g., iPad or iPad mini), or many other devices.

The iPad Pro 12.9 is a tablet device with rectangular dimensions of 12 inches by 8.68 inch, and is 0.27 inches thick. The iPad Pro has a 12.9-inch screen, and has non-volatile memory storage of 64, 256, or 512 gigabytes. The iPad Pro has network connectivity via Wi-Fi and optionally cellular. The iPad Pro has an A10X Fusion chip with 64-bit architecture and an embedded M10 coprocessor. Some features of the digital brief tool can be accelerated by using specialized features available in the A10X Fusion chip or embedded M10 coprocessor, or both. An operating system of the iPad Pro is Apple iOS 11 (or greater when released). Further, the iPad Pro can be operated with a stylus, the Apple Pencil product. And in an implementation, the use can use the Apple Pencil with the digital brief tool.

The digital brief tool includes various features, allowing a designer to select, create, and visualize how an apparel item will look with certain characteristics, before the apparel item is produced. The digital brief tool may allow the designer, for one or more characteristics of a proposed apparel item, to assign one or more options to each of the characteristics. While assigning the options for characteristics, the digital brief tool allows the designer to see, based on

currently assigned options, how the apparel item may appear when produced, in real time as changes are made.

Selecting gender, series, fit, fabric, or other characteristics in the digital brief tool may result in having only relevant options presented to the designer. For example, some characteristics or options may be specific to a particular gender. Upon selection of the particular gender, characteristics and options with the selected gender will appear for the designer to use for a proposed apparel item.

In an implementation, the digital brief tool is adapted for use with producing jeans. For example, the following figures may include various characteristics and options relevant to designing and stylizing of jeans. However, the digital brief tool may be adapted for use with other apparel items, such as shirts, jackets, pants, or socks.

Some specific implementations of the digital brief tool are discussed in U.S. applications Ser. Nos. 16/177,387, 16/177,412, and 16/177,407, filed Oct. 31, 2018, which are incorporated by reference.

Apparel Management System

FIG. 21 shows a system for apparel manufacturing and sales, where the apparel can include garments that have been finished using laser finishing. There is an apparel management system 2122, which controls operation of the system. The apparel management system is connected by a network 2124 to components of the system, including sales and ordering 2126, manufacturing 2128, and distribution and delivery 2130 components. The network can be a computer network, such as the Internet.

Using the sales and order component, a customer can preview and selects garments to order. The customer can be a buyer for a retail store, internal buyer for retail sales of a region, regional salesperson, or other customer. The sales process can include using a variety of tools to assist a customer with showing available products, selecting products to purchase, keeping an order within budget, accessing a history of previous orders, and customizing and selecting fits, styles, and sizes of products. As an example, the customer can view products and order via a digital showroom. The products are shown digitally, which reduces the amount of physical samples that need to be produced. Further, the customer can also order via a Web site managed by the apparel management system. After the customer completes the order, the order is sent via the network (e.g., Internet) to the apparel management system.

The apparel management system sends the order to the manufacturing component, where the order is made. Manufacturing can include cutting the fabric material, assembling or sewing together the cut panels, and finishing the apparel item using a laser. An apparel manufacturer can have numerous manufacturing centers, and the apparel management system will send the order to a manufacturing center that is appropriate for the customer and order. The determination is based on a location of the customer (e.g., shipping time to customer from manufacturing center) and the apparel item selected (e.g., availability of material). The system ensures the order will be fulfilled efficiently in short amount of time.

In an implementation, the laser finishing is done after the garment is assembled. Specifically, the material is cut, assembled into a garment, and then the garment is finished using a laser. The finishing is based on style or customization selected by the customer in the order.

In another implementation, the laser finishing is before the garment is assembled. Specifically, before the material is cut, fabric rolls or sheets of material are finished using the laser. The finishing is based on style or customization

selected by the customer in the order. Then the material is cut into panels, and the panels are assembled into the garment.

After manufacture of the garments of the order is complete, the apparel management system controls distribution, shipping, and delivering of the ordered garments to the customer. The apparel management system can send the customer tracking information for the order so that the customer can track the order.

Depending on various factors which may delay manufacture of some items, an order with multiple items may be sent to the customer in multiple partial shipments rather than a single complete shipment. The items not shipped at the same time will be shipped later when available. The apparel management system handles communicating with the customer regarding delays and provides an estimate of when the customer can expect to receive the items of the order.

Digital Showroom Tool

FIG. 22 shows block diagram of a digital showroom system, which can be part of the sales and ordering component 2126 of the apparel manufacturing and sales system. A digital showroom 2208 is a sales showroom where customers can visit and see apparel products, select products, and then enter orders. The digital showroom can include large display panels or projectors for customers to view, one or more tablet devices, user input devices (e.g., keyboard, mouse, pointer, touch screen, or touch panel), physical displays (e.g., mannequins, models, sample base fabric templates, and other samples), and one or more projectors for use with the physical displays.

The digital showroom 2208 is connected via a network 2216 to a digital showroom computing system 2223, which controls operation of the devices and tools available in the digital showroom. The network can be a computer network. The digital showroom computing system has access to a product info database (e.g., product lifecycle management (PLM) database), base templates, and laser input files. Previews of garment products can be shown on the display panels, tablet, or on the physical displays, or any combination of these.

Order Tool

FIG. 23 shows an order tool 2301, which can be tool that is part of the digital showroom system. Using the order tool, the customer can order a garment for manufacture and delivery. The order tool allows the customer to select a design, preview the design, and order the design. The customer can select a preset design, make a custom design, or make semicustom design. A semicustom design is a design based on a previous design, such as a preset design or a previously saved design, which is modified to obtain a new design. The tool also allows the customer upload a design or portion or a design to be manufacture. For example, an image can be captured by a camera, which is then uploaded via the order tool. The order tool allows selection of sizing.

Virtual Storefront

FIGS. 24-30 describe a virtual storefront tool. The user will be able to view a virtual store with garments that are part of a collection, such as created using assortment builder. The customer can view the virtual store using image texture and color swap, augmented reality (AR), or virtual reality (VR), or any combination of these.

For example, a user or customer has selected some products they are interested in purchasing for sale in their store or other retail location. The virtual store preview tool allows the customer to see a visualization of how the products might appear together in a virtual storefront which

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mimics a real-world environment, such as the products placed and displayed in a retail environment.

FIG. 24 shows a system diagram for a virtual storefront tool 2401. A user at a device 2405 connects to the tool 2401. The tool has access to databases 2410. The databases include a virtual storefront templates database with has stored a plurality of virtual storefronts. The virtual storefronts may be modeled on real storefronts. The databases 2410 includes a garments database. The garments may be garments developed using the digital brief tool.

The tool 2401 includes various features. A user preference feature receives information from the user at device 2405 to initialize the virtual storefront. This may include selection of a particular virtual storefront from the virtual storefront templates and a set of garments from the garments database. The user may also designate which garments to appear at which locations of the virtual storefront or the tool 2401 may automatically designate garments to appear at locations of the virtual storefront. The tool 2401 includes a virtual surface extraction feature. A virtual storefront may include many different surfaces within the virtual storefront. There may be different types of virtual surfaces within a virtual storefront. For example, a virtual storefront may include a rack virtual surface and a tabletop virtual surface. The tool 2401 includes a garment populator feature. For example, the user may have designated garments to appear at virtual surfaces or the tool 2401 may initialize default designations. The garment populator feature determines how, based on a type of virtual surface, how garments should appears on the virtual surface. The tool 2401 includes a device interface feature. For example, depending on the particular type of virtual environment at the user's device 2405, different environments may be created. For example, an augmented reality environment will be different than a virtual reality environment.

FIG. 25 shows a flow of a system using the virtual storefront tool. In a step 2501, the system includes providing a garment previewing tool. The garment previewing tool may be the digital brief tool, as described elsewhere in this application. The digital brief may provide various options for a user, such as providing options for the user to select a base garment image. For example, the base garment image may be a jeans base garment. The base garment image may be composed of any material suitable for laser finishing. The user may also select a wear pattern, associated with a laser pattern file that may be processed to create the wear pattern onto a target garment corresponding to the base garment image. The user may also modify the position, the sizing, or a combination, of the wear pattern. For example, as the base garment image is shown, the user may modify the position, the sizing, or the combination, of the wear pattern. In response to, or in near real-time, the system may show to the user the modifications, without needing to first manufacture the target garment.

In a step 2505, the system includes receiving a request to populate a virtual storefront with one or more garments. For example, the garments are created using the digital brief tool. The request may come from the same user that created the garments using the digital brief tool. The virtual storefront may be a virtual storefront template, which includes one or more virtual surfaces where garments may be populated. The virtual storefront may also include details that are not virtual surfaces. For example, the virtual storefront may include windows, signage, doorways, or other structures. These structures approve the immersion of the user, since it makes the virtual storefront more realistic, even if they are not directly usable for populating garments.

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In a step 2510, the system includes populating one or more garments onto a virtual surface. The way in which the one or more garments may appear depends on a virtual surface type. For example, if the virtual surface is a shelf, the garments may appear as if folded in a stack. If the virtual surface is a rack, the garments may appear as if hanging on a hanger on the rack. If the virtual surface is a tabletop, the garments may appear lying flat on the tabletop, with an edge of the garments hanging over the tabletop. Additionally, one or more garments may appear on a single virtual surface. For example, the tabletop virtual surface may include two different garments populated on the virtual tabletop. Additionally, when garments are populated, one garment may obscure another garment. For example, if the garments are hung, the first garment in the rack may partially obscure other garments on the same rack.

In a step 2515, the system includes allowing a user to navigate the populated virtual storefront. For example, the populated virtual storefront may be adapted to use different technologies, such as virtual reality or augmented related, to allow the user to immerse themselves in the populated virtual storefront. The user may navigate the populated virtual storefront in different ways. For example, the user may move in real-life and a corresponding action may appear to be taken in the populated virtual storefront. For example, the user may walk forward or backward, look up or down, or perform other actions. In response to the user's action, the system may update what is displayed to the user.

In a step 2520, the system includes providing a target garment and creating a wear pattern on the target garment. The target garment includes a real-world version of the base garment selected by the user. For example, the target garment is a pair of jeans, adapted for laser finishing. From the input with modified sizing or positioning from the user, the target garment is finished with the wear pattern.

FIG. 26 shows an image texture and color swap approach. An image 2601 on a left-hand side is a store template, with regions or locations identifying where digital assets may be populated, such as a virtual surface for a tabletop and a virtual surface for a shelf. An image 2605 on a right-hand side is a virtual storefront image generated from the store template. The store template has boundary lines or outlines identifying locations where products (e.g., jeans, accessories, or shorts) can be placed. The virtual storefront image can include texture or color populated images, or both. The virtual storefront image shows the products as they might appear in a physical store, in the proper manner according to a type of virtual surface. For example, the tabletop virtual surface may include garments that are flat, with the bottoms of the garments hanging over the side of the virtual tabletop. As another example, for the shelving virtual surface, garments may appear to be folded, so that not the entire garment is visible. Garments may also partially obscure other garments on the same virtual surface, such as for the shelving virtual surface, five garments may be shown, but only a folded edge of garments in the middle of the stack of the clothing in the shelving is shown.

FIG. 27 shows a flow of the image texture and color swap technique. Various data to create the virtual storefront are provided: (i) store view sample images including store images, (ii) user placement inputs including inputs that specify where, for each piece of apparel, the apparel should be included in the virtual storefront, and (iii) apparel information including a collection of apparel items and their associated apparel images. The product images are processed using texture and color extraction to generate texture and color files. The store images are used to perform

template extraction, which identifies one or more locations in the store images where apparel may be placed, and stored as a template. The texture and color files, template, and inputs are used to perform product placement and lighting within the template to generate an image. The generated image is used to populate a store template view and shown to a customer as a storefront populated with the collection of apparel.

FIG. 28 shows an augmented reality approach. There are images of garments 2801 that are part of a collection. There is an empty real-world environment 2803, which for example, can include empty table, shelf, floor, or clothing rack, that serve as a framework on which the images of the garments can be projected. With a viewer 2805 (e.g., tablet device), using augmented reality, the user will be able to view a collection of garment in the empty real-world environment. With the viewer, the customer will also be able to walk around and move the collection (e.g., move some garments from one shelf to a different shelf) as desired.

FIG. 29 shows a flow for an augmented reality technique. Apparel information, such as a collection of one or more products, is provided. This includes associated apparel images and user-selected process parameters for items in the collection. Three-dimensional garment models are selected from a database depending on the apparel information received. The three-dimensional models can be directly scanned or synthetically created. For example, three-dimensional garment models can be directly scanned for use in the store preview feature or an approximation can be created on-the-fly when the model is required by the virtual storefront feature. Texture and color information are extracted from the product imagery to generate texture and color files. The three-dimensional models and texture and color files undergo application of textures and colors to the three-dimensional models. This creates augmented reality objects that are presented to the customer in an augmented reality virtual storefront view.

The viewer device has a screen and a camera on an opposite side to the screen. The viewer's camera captures images of the empty real-world environment. The captured real-world environment is displayed on the screen along with the virtual garments to create an augmented reality view of a virtual storefront. When the user moves the viewer, such as tilting, panning, or walking around, the virtual storefront with populated virtual apparel on the screen will update in near real-time. Alternatively, the user may indicate using button or other inputs to indicate which direction they are navigating in the virtual environment.

FIG. 30 shows a virtual reality approach. There are images of garments 3001 that are part of a collection. This is a completely synthetic environment where the customer can experience through a virtual reality headset 3003, a virtual storefront 3005 that is populated by garments in a collection. The environment can either be set by the garment manufacturer (e.g., LS&Co.) or the user.

For a pair of jeans, a three-dimensional model of the jeans is retrieved. Options for the jeans, such as color, finish, base, and other options, are projected onto the three-dimensional model. A customer views the virtual reality environment by wearing a virtual reality headset. With the headset, the customer will see on a screen the virtual storefront. When the customer moves, such as tilting their heads, moving forward or backward, the virtual storefront will update the populated apparel and virtual environment in near real time. Alternatively, the customer may navigate the virtual environment using an input device, such as a joystick, controller, or keyboard.

A flow of a virtual reality technique may be similar to a flow for the augmented reality approach discussed above and shown in FIG. 29. Instead of augmented reality, the technique creates virtual reality models that are presented to the customer in a virtual reality storefront view.

This description of the invention has been presented for the purposes of illustration and description. It is not intended to be exhaustive or to limit the invention to the precise form described, and many modifications and variations are possible in light of the teaching above. The embodiments were chosen and described in order to best explain the principles of the invention and its practical applications. This description will enable others skilled in the art to best utilize and practice the invention in various embodiments and with various modifications as are suited to a particular use. The scope of the invention is defined by the following claims.

The invention claimed is:

1. A method comprising:

- providing a garment previewing tool that allows previewing on a computer screen of a selected garment base customized by a user with a finishing pattern, wherein the garment previewing tool comprises
 - providing an option for the user to select the garment base and upon the user's selection,
 - showing a first garment preview image on the computer screen comprising a base image for the selected garment base,
 - providing an option for the user to select a surface pattern from a menu of surface patterns, wherein each surface pattern is associated with a laser input file to be used by a laser to produce that surface pattern onto a surface of a garment, and
 - after a surface pattern is selected, allowing the user to modify a sizing or position of the surface pattern relative to the base image;
 - for a plurality of garments created using the garment previewing tool, receiving a first selected garment from the user;
 - receiving from the user a request to populate a virtual storefront template with the first selected garment, wherein the virtual storefront comprises a first virtual surface;
 - for the plurality of garments created using the garment previewing tool, receiving a second selected garment from the user, wherein the second selected garment is associated with a second virtual surface, different than the first virtual surface;
 - populating, based on a first virtual surface type associated with the first virtual surface, the virtual storefront template to associate the first selected garment with the first virtual surface, wherein the first virtual surface comprises at least one of a tabletop, shelving, or clothing rack, and
 - the first virtual surface type is associated with a first scheme to present the first selected garment including whether the first selected garment should be hung, flat, on a mannequin, folded, or stacked;
 - presenting the populated virtual storefront template to the user; and
 - allowing the user to navigate the populated virtual storefront, wherein in response to the user's navigation input, updating the populated virtual storefront template.
2. The method of claim 1 comprising:
 - providing a target garment corresponding to the selected garment base by the user; and

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based on a laser input file associated with a selected surface pattern with a modified sizing or modified positioning, if any, or a combination, using a laser to create a finishing pattern on an outer surface of the target garment.

3. The method of claim 2 wherein a method of manufacturing the target garment comprises:

assembling the target garment from fabric panels of a woven first material comprising a warp comprising indigo ring-dyed cotton yarn, wherein the fabric panels are sewn together using thread.

4. The method of claim 2 wherein based on the laser input file, the laser removes selected amounts of material from the outer surface of the target garment at different pixel locations of the garment, and

for lighter pixel locations of the finishing pattern, a greater amount of the material is removed, while for darker pixel locations of the finishing pattern, a lesser amount of the material is removed.

5. The method of claim 2 wherein when using the laser to create the finishing pattern, different laser levels are obtained by varying an output of the laser beam by altering a characteristic of the laser comprising at least one of a frequency, period, pulse width, power, duty cycle, or burning speed.

6. The method of claim 2 wherein the target garment is made of at least one of a twill material or a cotton twill material.

7. The method of claim 2 wherein the garment base corresponds to a base fit fabric and the base fit fabric comprises known characteristics regarding the suitability of the base fit fabric for finishing using the laser.

8. The method of claim 1 wherein the second selected garment is further associated with the first virtual surface.

9. The method of claim 1 wherein the virtual storefront comprises signage.

10. The method of claim 1 wherein the virtual storefront comprises a doorway.

11. The method of claim 1 wherein presenting the populated virtual storefront template to the user uses augmented reality.

12. The method of claim 1 wherein presenting the populated virtual storefront template to the user uses virtual reality.

13. The method of claim 1 wherein the user's navigation input comprises walking in a first direction.

14. The method of claim 1 wherein the user's navigation input comprises tilting the user's screen device.

15. The method of claim 1 wherein the garment comprises a pair of jeans.

16. The method of claim 1 wherein the first selected garment comprises a pair of jeans.

17. The method of claim 1 wherein the presenting the populated virtual storefront template to the user comprises using augmented reality.

18. The method of claim 1 wherein the presenting the populated virtual storefront template to the user comprises using virtual reality.

19. The method of claim 1 wherein the presenting the populated virtual storefront template to the user comprises using a computer screen.

20. A method comprising:

providing a garment previewing tool that allows previewing on a computer screen of a selected garment base customized by a user with a finishing pattern, wherein the garment previewing tool comprises

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showing a preview image of a first selected garment on the computer screen comprising a base image for a first garment base with a first surface pattern, wherein the first surface pattern is associated with a first laser input file to be used by a laser to produce the first surface pattern onto a surface of a garment,

providing an option for the user to add the first selected garment as part of a collection of garments,

showing a preview image of a second selected garment on the computer screen comprising a base image for the first garment base with a second surface pattern, different from the first surface pattern, wherein the second surface pattern is associated with a second laser input file to be used by a laser to produce the second surface pattern onto a surface of a garment, and

providing an option for the user to add the second selected garment as part of a collection of garments;

receiving from the user a request to populate a virtual storefront template with the collection of garments comprising the first selected garment and the second selected garment, wherein the virtual storefront comprises a first virtual surface;

populating, based on a first virtual surface type associated with the first virtual surface, the virtual storefront template to include a plurality of garments in the collection of garments on the first virtual surface, wherein the first virtual surface comprises at least one of a tabletop, shelving, or clothing rack, and

the first virtual surface type is associated with a first scheme to present the plurality of garments in the collection of garments on the first virtual surface including whether a garment of the collection of garments should be hung, flat, on a mannequin, folded, or stacked;

presenting the populated virtual storefront template to the user; and

allowing the user to navigate the populated virtual storefront, wherein in response to the user's navigation input, updating the populated virtual storefront template.

21. The method of claim 20 wherein the first selected garment is associated with the first virtual surface, and the second selected garment is associated a second virtual surface, different than the first virtual surface.

22. The method of claim 20 wherein the first selected garment is associated with the first virtual surface, and the second selected garment is associated with the first virtual surface.

23. The method of claim 20 comprising:

providing a first target garment and a second target garment, both corresponding to the first garment base selected by the user;

using the first laser input file, using a laser to create a finishing pattern on an outer surface of the first target garment to create a first garment corresponding to the first selected garment; and

using the second laser input file, using a laser to create a finishing pattern on an outer surface of the second target garment to create a second garment corresponding to the second selected garment.

24. The method of claim 23 wherein a method of manufacturing a target garment corresponding to the first garment base comprises:

assembling the target garment from fabric panels of a woven first material comprising a warp comprising indigo ring-dyed cotton yarn, wherein the fabric panels are sewn together using thread.

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25. The method of claim 20 comprising:
 providing a target garment corresponding to the first
 garment base of the first selected garment by the user;
 and
 using on the first laser input file with a modified sizing or
 modified positioning, if any, or a combination, as
 specified by the user to modify a sizing or position of
 the first surface pattern relative to the first garment
 base, using a laser to create a finishing pattern on an
 outer surface of the target garment.

26. The method of claim 25 wherein based on the first
 laser input file, the laser removes selected amounts of
 material from the outer surface of the target garment at
 different pixel locations of the garment, and
 for lighter pixel locations of the finishing pattern, a greater
 amount of the material is removed, while for darker
 pixel locations of the finishing pattern, a lesser amount
 of the material is removed.

27. The method of claim 25 wherein when using the laser
 to create the finishing pattern, different laser levels are
 obtained by varying an output of the laser beam by altering
 a characteristic of the laser comprising at least one of a
 frequency, period, pulse width, power, duty cycle, or burn-
 ing speed.

28. The method of claim 25 wherein the target garment is
 made of at least one of a twill material or a cotton twill
 material.

29. The method of claim 25 wherein the target garment
 corresponds to a base fit fabric and the base fit fabric
 comprises known characteristics regarding the suitability of
 the base fit fabric for finishing using the laser.

30. The method of claim 20 wherein the first selected
 garment comprises a pair of jeans.

31. The method of claim 20 wherein the virtual storefront
 comprises signage.

32. The method of claim 20 wherein the virtual storefront
 comprises a doorway.

33. The method of claim 20 wherein the presenting the
 populated virtual storefront template to the user comprises
 using augmented reality.

34. The method of claim 20 wherein the presenting the
 populated virtual storefront template to the user comprises
 using virtual reality.

35. The method of claim 20 wherein the presenting the
 populated virtual storefront template to the user comprises
 using the computer screen.

36. The method of claim 20 wherein the user's navigation
 input comprises walking in a first direction.

37. The method of claim 20 wherein the user's navigation
 input comprises tilting the user's screen.

38. A method comprising:
 providing a garment previewing tool that allows preview-
 ing on a computer screen of a selected garment base
 customized by a user with a finishing pattern, wherein
 the garment previewing tool comprises
 providing an option for the user to select the garment base
 and upon the user's selection,
 showing a first garment preview image on the computer
 screen comprising a base image for the selected gar-
 ment base,
 providing an option for the user to select a surface pattern
 from a menu of surface patterns, wherein each surface
 pattern is associated with a laser input file to be used by
 a laser to produce that surface pattern onto a surface of
 a garment, and

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after a surface pattern is selected, allowing the user to
 modify a sizing or position of the surface pattern
 relative to the base image;
 for a plurality of garments created using the garment
 previewing tool, receiving a first selected garment from
 the user;
 receiving from the user a request to populate a virtual
 storefront template with the first selected garment,
 wherein the virtual storefront comprises a first virtual
 surface;
 for the plurality of garments created using the garment
 previewing tool, receiving a second selected garment
 from the user, wherein the second selected garment is
 associated with the first virtual surface;
 populating, based on a first virtual surface type associated
 with the first virtual surface, the virtual storefront
 template to associate the first selected garment with the
 first virtual surface, wherein the first virtual surface
 comprises at least one of a tabletop, shelving, or
 clothing rack, and
 the first virtual surface type is associated with a first
 scheme to present the first selected garment including
 whether the first selected garment should be hung, flat,
 on a mannequin, folded, or stacked;
 presenting the populated virtual storefront template to the
 user; and
 allowing the user to navigate the populated virtual store-
 front, wherein in response to the user's navigation
 input, updating the populated virtual storefront tem-
 plate.

39. The method of claim 38 comprising:
 providing a target garment corresponding to the selected
 garment base by the user; and
 based on a laser input file associated with a selected
 surface pattern with a modified sizing or modified
 positioning, if any, or a combination, using a laser to
 create a finishing pattern on an outer surface of the
 target garment.

40. The method of claim 39 wherein a method of manu-
 facturing the target garment comprises:
 assembling the target garment from fabric panels of a
 woven first material comprising a warp comprising
 indigo ring-dyed cotton yarn, wherein the fabric panels
 are sewn together using thread.

41. The method of claim 39 wherein based on the laser
 input file, the laser removes selected amounts of material
 from the outer surface of the target garment at different pixel
 locations of the garment, and
 for lighter pixel locations of the finishing pattern, a greater
 amount of the material is removed, while for darker
 pixel locations of the finishing pattern, a lesser amount
 of the material is removed.

42. The method of claim 39 wherein when using the laser
 to create the finishing pattern, different laser levels are
 obtained by varying an output of the laser beam by altering
 a characteristic of the laser comprising at least one of a
 frequency, period, pulse width, power, duty cycle, or burn-
 ing speed.

43. The method of claim 39 wherein the target garment is
 made of at least one of a twill material or a cotton twill
 material.

44. The method of claim 39 wherein the garment base
 corresponds to a base fit fabric and the base fit fabric
 comprises known characteristics regarding the suitability of
 the base fit fabric for finishing using the laser.

45. The method of claim 38 wherein the first selected
 garment comprises a pair of jeans.

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46. The method of claim 38 wherein the virtual storefront comprises signage.

47. The method of claim 38 wherein the virtual storefront comprises a doorway.

48. The method of claim 38 wherein the presenting the populated virtual storefront template to the user comprises using augmented reality.

49. The method of claim 38 wherein the presenting the populated virtual storefront template to the user comprises using virtual reality.

50. The method of claim 38 wherein the presenting the populated virtual storefront template to the user comprises using a computer screen.

51. The method of claim 38 wherein the user's navigation input comprises walking in a first direction.

52. The method of claim 38 wherein the user's navigation input comprises tilting the user's screen.

53. A method comprising:

providing a garment previewing tool that allows previewing on a computer screen of a selected garment base customized by a user with a finishing pattern, wherein the garment previewing tool comprises

providing an option for the user to select the garment base and upon the user's selection,

showing a first garment preview image on the computer screen comprising a base image for the selected garment base,

providing an option for the user to select a surface pattern from a menu of surface patterns, wherein each surface pattern is associated with a laser input file to be used by a laser to produce that surface pattern onto a surface of a garment, and

after a surface pattern is selected, allowing the user to modify a sizing or position of the surface pattern relative to the base image;

for a plurality of garments created using the garment previewing tool, receiving a first selected garment from the user;

receiving from the user a request to populate a virtual storefront template with the first selected garment, wherein the virtual storefront comprises a first virtual surface;

populating, based on a first virtual surface type associated with the first virtual surface, the virtual storefront template to associate the first selected garment with the first virtual surface, wherein the first virtual surface comprises at least one of a tabletop, shelving, or clothing rack, and

the first virtual surface type is associated with a first scheme to present the first selected garment including whether the first selected garment should be hung, flat, on a mannequin, folded, or stacked;

presenting the populated virtual storefront template to the user;

allowing the user to navigate the populated virtual storefront, wherein in response to the user's navigation input, updating the populated virtual storefront template;

providing a target garment corresponding to the selected garment base by the user; and

based on a laser input file associated with a selected surface pattern with a modified sizing or modified positioning, if any, or a combination, using a laser to create a finishing pattern on an outer surface of the target garment,

wherein a method of manufacturing the target garment comprises assembling the target garment from fabric

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panels of a woven first material comprising a warp comprising indigo ring-dyed cotton yarn, wherein the fabric panels are sewn together using thread.

54. The method of claim 53 wherein based on the laser input file, the laser removes selected amounts of material from the outer surface of the target garment at different pixel locations of the garment, and

for lighter pixel locations of the finishing pattern, a greater amount of the material is removed, while for darker pixel locations of the finishing pattern, a lesser amount of the material is removed.

55. The method of claim 53 wherein when using the laser to create the finishing pattern, different laser levels are obtained by varying an output of the laser beam by altering a characteristic of the laser comprising at least one of a frequency, period, pulse width, power, duty cycle, or burning speed.

56. The method of claim 53 wherein the target garment is made of at least one of a twill material or a cotton twill material.

57. The method of claim 53 wherein the garment base corresponds to a base fit fabric and the base fit fabric comprises known characteristics regarding the suitability of the base fit fabric for finishing using the laser.

58. The method of claim 53 wherein the garment comprises a pair of jeans.

59. The method of claim 53 wherein the virtual storefront comprises signage.

60. The method of claim 53 wherein the virtual storefront comprises a doorway.

61. The method of claim 53 wherein the presenting the populated virtual storefront template to the user comprises using augmented reality.

62. The method of claim 53 wherein the presenting the populated virtual storefront template to the user comprises using virtual reality.

63. The method of claim 53 wherein the presenting the populated virtual storefront template to the user comprises using a computer screen.

64. The method of claim 53 wherein the user's navigation input comprises walking in a first direction.

65. The method of claim 53 wherein the user's navigation input comprises tilting the user's screen.

66. A method comprising:

providing a garment previewing tool that allows previewing on a computer screen of a selected garment base customized by a user with a finishing pattern, wherein the garment previewing tool comprises

providing an option for the user to select the garment base and upon the user's selection,

showing a first garment preview image on the computer screen comprising a base image for the selected garment base,

providing an option for the user to select a surface pattern from a menu of surface patterns, wherein each surface pattern is associated with a laser input file to be used by a laser to produce that surface pattern onto a surface of a garment, and

after a surface pattern is selected, allowing the user to modify a sizing or position of the surface pattern relative to the base image;

for a plurality of garments created using the garment previewing tool, receiving a first selected garment from the user;

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receiving from the user a request to populate a virtual storefront template with the first selected garment, wherein the virtual storefront comprises a first virtual surface;

populating, based on a first virtual surface type associated with the first virtual surface, the virtual storefront template to associate the first selected garment with the first virtual surface, wherein the first virtual surface comprises at least one of a tabletop, shelving, or clothing rack, and

the first virtual surface type is associated with a first scheme to present the first selected garment including whether the first selected garment should be hung, flat, on a mannequin, folded, or stacked;

presenting the populated virtual storefront template to the user;

allowing the user to navigate the populated virtual storefront, wherein in response to the user's navigation input, updating the populated virtual storefront template;

providing a target garment corresponding to the selected garment base by the user; and

based on a laser input file associated with a selected surface pattern with a modified sizing or modified positioning, if any, or a combination, using a laser to create a finishing pattern on an outer surface of the target garment,

wherein based on the laser input file, the laser removes selected amounts of material from the outer surface of the target garment at different pixel locations of the garment, and

for lighter pixel locations of the finishing pattern, a greater amount of the material is removed, while for darker pixel locations of the finishing pattern, a lesser amount of the material is removed.

67. The method of claim 66 wherein when using the laser to create the finishing pattern, different laser levels are obtained by varying an output of the laser beam by altering a characteristic of the laser comprising at least one of a frequency, period, pulse width, power, duty cycle, or burning speed.

68. The method of claim 66 wherein the target garment is made of at least one of a twill material or a cotton twill material.

69. The method of claim 66 wherein the garment base corresponds to a base fit fabric and the base fit fabric comprises known characteristics regarding the suitability of the base fit fabric for finishing using the laser.

70. The method of claim 66 wherein the first selected garment comprises a pair of jeans.

71. The method of claim 66 wherein the virtual storefront comprises signage.

72. The method of claim 66 wherein the virtual storefront comprises a doorway.

73. The method of claim 66 wherein the presenting the populated virtual storefront template to the user comprises using augmented reality.

74. The method of claim 66 wherein the presenting the populated virtual storefront template to the user comprises using virtual reality.

75. The method of claim 66 wherein the presenting the populated virtual storefront template to the user comprises using a computer screen.

76. The method of claim 66 wherein the user's navigation input comprises walking in a first direction.

77. The method of claim 66 wherein the user's navigation input comprises tilting the user's screen device.

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78. A method comprising:

providing a garment previewing tool that allows previewing on a computer screen of a selected garment base customized by a user with a finishing pattern, wherein the garment previewing tool comprises

providing an option for the user to select the garment base and upon the user's selection,

showing a first garment preview image on the computer screen comprising a base image for the selected garment base,

providing an option for the user to select a surface pattern from a menu of surface patterns, wherein each surface pattern is associated with a laser input file to be used by a laser to produce that surface pattern onto a surface of a garment, and

after a surface pattern is selected, allowing the user to modify a sizing or position of the surface pattern relative to the base image;

for a plurality of garments created using the garment previewing tool, receiving a first selected garment from the user;

receiving from the user a request to populate a virtual storefront template with the first selected garment, wherein the virtual storefront comprises a first virtual surface;

populating, based on a first virtual surface type associated with the first virtual surface, the virtual storefront template to associate the first selected garment with the first virtual surface, wherein the first virtual surface comprises at least one of a tabletop, shelving, or clothing rack, and

the first virtual surface type is associated with a first scheme to present the first selected garment including whether the first selected garment should be hung, flat, on a mannequin, folded, or stacked;

presenting the populated virtual storefront template to the user;

allowing the user to navigate the populated virtual storefront, wherein in response to the user's navigation input, updating the populated virtual storefront template;

providing a target garment corresponding to the selected garment base by the user; and

based on a laser input file associated with a selected surface pattern with a modified sizing or modified positioning, if any, or a combination, using a laser to create a finishing pattern on an outer surface of the target garment,

wherein when using the laser to create a finishing pattern, different laser levels are obtained by varying an output of the laser beam by altering a characteristic of the laser comprising at least one of a frequency, period, pulse width, power, duty cycle, or burning speed.

79. The method of claim 78 wherein the target garment is made of at least one of a twill material or a cotton twill material.

80. The method of claim 78 wherein the garment base corresponds to a base fit fabric and the base fit fabric comprises known characteristics regarding the suitability of the base fit fabric for finishing using the laser.

81. The method of claim 78 wherein the first selected garment comprises a pair of jeans.

82. The method of claim 78 wherein the virtual storefront comprises signage.

83. The method of claim 78 wherein the virtual storefront comprises a doorway.

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84. The method of claim 78 wherein the presenting the populated virtual storefront template to the user comprises using augmented reality.

85. The method of claim 78 wherein the presenting the populated virtual storefront template to the user comprises using virtual reality.

86. The method of claim 78 wherein the presenting the populated virtual storefront template to the user comprises using a computer screen.

87. The method of claim 78 wherein the user's navigation input comprises walking in a first direction.

88. The method of claim 78 wherein the user's navigation input comprises tilting the user's screen.

89. A method comprising:

providing a garment previewing tool that allows previewing on a computer screen of a selected garment base customized by a user with a finishing pattern, wherein the garment previewing tool comprises

providing an option for the user to select the garment base and upon the user's selection,

showing a first garment preview image on the computer screen comprising a base image for the selected garment base,

providing an option for the user to select a surface pattern from a menu of surface patterns, wherein each surface pattern is associated with a laser input file to be used by a laser to produce that surface pattern onto a surface of a garment, and

after a surface pattern is selected, allowing the user to modify a sizing or position of the surface pattern relative to the base image;

for a plurality of garments created using the garment previewing tool, receiving a first selected garment from the user;

receiving from the user a request to populate a virtual storefront template with the first selected garment, wherein the virtual storefront comprises a first virtual surface;

populating, based on a first virtual surface type associated with the first virtual surface, the virtual storefront template to associate the first selected garment with the first virtual surface, wherein the first virtual surface comprises at least one of a tabletop, shelving, or clothing rack, and

the first virtual surface type is associated with a first scheme to present the first selected garment including whether the first selected garment should be hung, flat, on a mannequin, folded, or stacked;

presenting the populated virtual storefront template to the user;

allowing the user to navigate the populated virtual storefront, wherein in response to the user's navigation input, updating the populated virtual storefront template;

providing a target garment corresponding to the selected garment base by the user; and

based on a laser input file associated with a selected surface pattern with a modified sizing or modified positioning, if any, or a combination, using a laser to create a finishing pattern on an outer surface of the target garment, wherein the target garment is made of at least one of a twill material or a cotton twill material.

90. The method of claim 89 wherein the garment base corresponds to a base fit fabric and the base fit fabric comprises known characteristics regarding the suitability of the base fit fabric for finishing using the laser.

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91. The method of claim 89 wherein the first selected garment comprises a pair of jeans.

92. The method of claim 89 wherein the virtual storefront comprises signage.

93. The method of claim 89 wherein the virtual storefront comprises a doorway.

94. The method of claim 89 wherein the presenting the populated virtual storefront template to the user comprises using augmented reality.

95. The method of claim 89 wherein the presenting the populated virtual storefront template to the user comprises using virtual reality.

96. The method of claim 89 wherein the presenting the populated virtual storefront template to the user comprises using a computer screen.

97. The method of claim 89 wherein the user's navigation input comprises walking in a first direction.

98. The method of claim 89 wherein the user's navigation input comprises tilting the user's screen.

99. A method comprising:

providing a garment previewing tool that allows previewing on a computer screen of a selected garment base customized by a user with a finishing pattern, wherein the garment previewing tool comprises

providing an option for the user to select the garment base and upon the user's selection,

showing a first garment preview image on the computer screen comprising a base image for the selected garment base,

providing an option for the user to select a surface pattern from a menu of surface patterns, wherein each surface pattern is associated with a laser input file to be used by a laser to produce that surface pattern onto a surface of a garment, and

after a surface pattern is selected, allowing the user to modify a sizing or position of the surface pattern relative to the base image;

for a plurality of garments created using the garment previewing tool, receiving a first selected garment from the user;

receiving from the user a request to populate a virtual storefront template with the first selected garment, wherein the virtual storefront comprises a first virtual surface;

populating, based on a first virtual surface type associated with the first virtual surface, the virtual storefront template to associate the first selected garment with the first virtual surface, wherein the first virtual surface comprises at least one of a tabletop, shelving, or clothing rack, and

the first virtual surface type is associated with a first scheme to present the first selected garment including whether the first selected garment should be hung, flat, on a mannequin, folded, or stacked;

presenting the populated virtual storefront template to the user;

allowing the user to navigate the populated virtual storefront, wherein in response to the user's navigation input, updating the populated virtual storefront template;

providing a target garment corresponding to the selected garment base by the user; and

based on a laser input file associated with a selected surface pattern with a modified sizing or modified positioning, if any, or a combination, using a laser to create a finishing pattern on an outer surface of the target garment, wherein the garment base corresponds

to a base fit fabric and the base fit fabric comprises known characteristics regarding the suitability of the base fit fabric for finishing using the laser.

100. The method of claim 99 wherein the first selected garment comprises a pair of jeans. 5

101. The method of claim 99 wherein the virtual storefront comprises signage.

102. The method of claim 99 wherein the virtual storefront comprises a doorway.

103. The method of claim 99 wherein the presenting the populated virtual storefront template to the user comprises using augmented reality. 10

104. The method of claim 99 wherein the presenting the populated virtual storefront template to the user comprises using virtual reality. 15

105. The method of claim 99 wherein the presenting the populated virtual storefront template to the user comprises using a computer screen.

106. The method of claim 99 wherein the user's navigation input comprises walking in a first direction. 20

107. The method of claim 99 wherein the user's navigation input comprises tilting the user's screen.

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